

STAR WARS: FORCE AND DESTINY

The **FORCE AND DESTINY BEGINNER GAME** is a complete, stand-alone product and contains everything three to five players need to roleplay characters discovering the mysteries of the Force. Players can enjoy many hours of entertainment with the contents of this box by playing the included adventure, the downloadable adventure **LURE OF THE LOST**, and further tales of their own invention.

Players who are ready for a more complex, in-depth roleplaying experience can pursue further adventures with the **FORCE AND DESTINY** Core Rulebook. This Core Rulebook is the starting point for a complete line of roleplaying products, including pre-written adventures, sourcebooks with more content for hero players and GMs, and much more. In both games, hero players take the roles of Player Characters and adventure in the *Star Wars* galaxy. Both games use the same dice and the same core dice mechanic. They

use the same structure of characteristics, skills, and talents (although the exact lists of skills and talents are somewhat different). Both use a flexible system of actions and maneuvers to resolve combat, and both use similar mechanisms to describe the influence of the Force. In short, the **FORCE AND DESTINY BEGINNER GAME** is a simpler and easier-to-learn version of the **FORCE AND DESTINY** core rules.

The **EDGE OF THE EMPIRE** and **AGE OF REBELLION** roleplaying games are also available, each in both **BEGINNER GAME** and Core Rulebook formats, for players who wish to explore the fringes of galactic society or the ongoing conflict between the Empire and the Rebel Alliance. Players who have experience with this **BEGINNER GAME** will find themselves with an excellent head-start to jump into any of these *Star Wars* roleplaying game lines, which use the same structure, mechanics, and dice system.

HOW TO USE THIS BOOK

The adventure in this book is written and designed so that you can begin playing as you read it. It is both a fun adventure for you and your friends and a way to learn the rules. Rules concepts are introduced as they come up, and the adventure teaches you everything you need to know as you need to know it. If you're ever in doubt about what to do, let the GM make a decision, and then move on with the story. You can look up the "right" answer in the rulebook later. The important thing is that everyone has fun!

As you play through this adventure, you will see blocks of text like the one below:

The text in this block is intended to be read aloud to the hero players by the GM. It normally describes the scene or the characters, and it might include an important clue or hint!

Each of these blocks of read-aloud text has instructions for when to read it aloud. Often, the GM should do this at the start of a scene—as the heroes enter the temple, or when the hunters spot them. At other times, the GM should read these in response to PCs' actions, such as when they open a door or if they make a skill check.

THE PLAYER CHARACTERS

There are four Player Characters contained in this **BEGINNER GAME**: Kaveri the Togruta Seeker, Dao the Zabrak Mystic, Sarenda the Human Guardian, and Tarast the Kel Dor Sentinel. If your group has fewer than four hero players, you might not use all four of these PCs.

Additional character folios can be downloaded from the Fantasy Flight Games website (www.FantasyFlightGames.com).

RULES TEXT

One common page element is a sidebar like this one. Sidebars like this one contain rules text. You can refer to these sidebars to figure out how to resolve the action in a given encounter.

Not every page or encounter has its own rules sidebar. Although new rules are introduced the first time the players are expected to use them, they remain in effect throughout the adventure. For instance, the rules for building and resolving a dice pool are described on page 8. On future pages, it is assumed that the players now know how to build and resolve a dice pool.

OTHER SIDEBARS

There are also other sidebars that look like this one. These sidebars contain supplementary information and asides to assist the GM in running the scene. Sometimes these sidebars discuss game concepts. At other times, these sidebars provide advice. These sidebars often include characteristics for NPCs that are used in the encounter.

WELCOME TO SPINTIR

Spintir is an Outer Rim world on a Trans-Hydian trade route. Its largest city, Reles, is modern and wealthy, doing brisk trade exporting Spintir's natural resources and serving as a local hub for commerce. The rest of the planet is comparatively primitive, and its snow-clad mountains and deep forests can be both beautiful and dangerous. Ruins from previous settlements dot the landscape, including, on a certain mountaintop, an ancient temple that seems to have a strong connection to the Force and the Jedi Order.

Recently, noted scholar of the Force Hethan Romund went missing, captured by a dangerous Force-user named Malefax. Before her abduction, Romund made alliances with a number of Force-sensitive individuals throughout the galaxy, and she managed to send a message to each of them from captivity. Malefax has brought Romund to the temple on Spintir, for what purpose only he can reveal. Now, Romund's allies have banded together in an attempt to rescue her.

THE MAP

The adventure map is broken into several sections. One side shows the temple in which Malefax holds Romund captive. The other includes a small map of a clearing in the woods containing an old ruin, the bridge across the stream that leads up to the temple, and a larger map depicting the entire valley. The regional map is reproduced below for convenience.

THE ADVENTURE STRUCTURE

The adventure is presented as a series of encounters. The encounters are numbered and presented in the order in

which the PCs are expected to proceed. Because the individual rules concepts are introduced gradually (encounter by encounter), players are strongly encouraged to proceed in the order presented here. If the PCs attempt to skip an encounter, the GM can explain that they will be passing over vital rules or can allow them to skip and pause the game to read the skipped encounter and share the rules concepts contained within.

In-between encounters, the GM might have to improvise the transitions. These transitions can be as simple as "You make your way through the snowy forest," or as complex as small sub-encounters in their own right. They are also a great opportunity to mix in some of the color and variety of *Star Wars*.

In general, the adventure should follow this general arc:

- In **Encounter 1** (page 8), the PCs make the final ascent to the valley, while observed by the Gatekeeper.
- In **Encounter 2** (page 10), the PCs negotiate with the Gatekeeper and receive either his assistance or his condemnation.
- In **Encounter 3** (page 14), the PCs do battle with local hunters who have been corrupted by the dark side of the Force.
- In **Encounter 4** (page 18), the PCs learn to use the Force to escape an icy prison.
- In **Encounter 5** (page 20), the PCs must find a way to cross a bridge guarded by Malefax's servants.
- In **Encounter 6** (page 22), the PCs are set upon by native wildlife.
- In **Encounter 7** (page 24), the PCs confront Malefax and rescue their mentor.



THE ADVENTURE BEGINS

Once all the hero players have their character folios, it's time to begin the game.

ARRANGING THE PLAY AREA

The available dice should be placed somewhere within easy reach of all players. The map can also be placed in-between all players (with the **Valley** side showing), so everyone can easily see where the action is taking place. Each hero player should find the appropriate character token from among the available cardboard character tokens and keep it nearby. The hero players might wish to use these to represent their characters on the game map later during fight scenes! It would also be helpful for each player to have a pencil or pen and some scratch paper to take notes.

RAISING THE CURTAIN

When everyone is ready to begin, read the following opening crawl aloud to the hero players. You can also place the appropriate section of the "Read this First" sheet in front of the hero players, so they can follow along with the opening crawl. (And if you have a *Star Wars* soundtrack available, go ahead and crank that up, too!)

MOUNTAINTOP RESCUE

It is a dark time in the galaxy. The JEDI ORDER has been destroyed and knowledge of the FORCE is all but lost. Only a handful of people sensitive to the Force remain, scattered across the stars, ignorant of their destiny.

Humble scholar Hethan Romund has preserved a fragment of the heritage of the Jedi. Traveling the galaxy, Romund stumbled across a number of people still strong in the Force and offered them what wisdom she could. Now, Romund has been captured by MALEFAX, a servant of the dark side of the Force. Compelled by Malefax to lead him to a lost temple rich in ancient knowledge, Romund has sent a signal to several of the Force-sensitive allies she has made over the course of her career.

Drawn together to rescue their mentor, these Force-sensitives now climb the snow-clad slopes of MOUNT TELLEC on the Outer Rim planet Spintir...

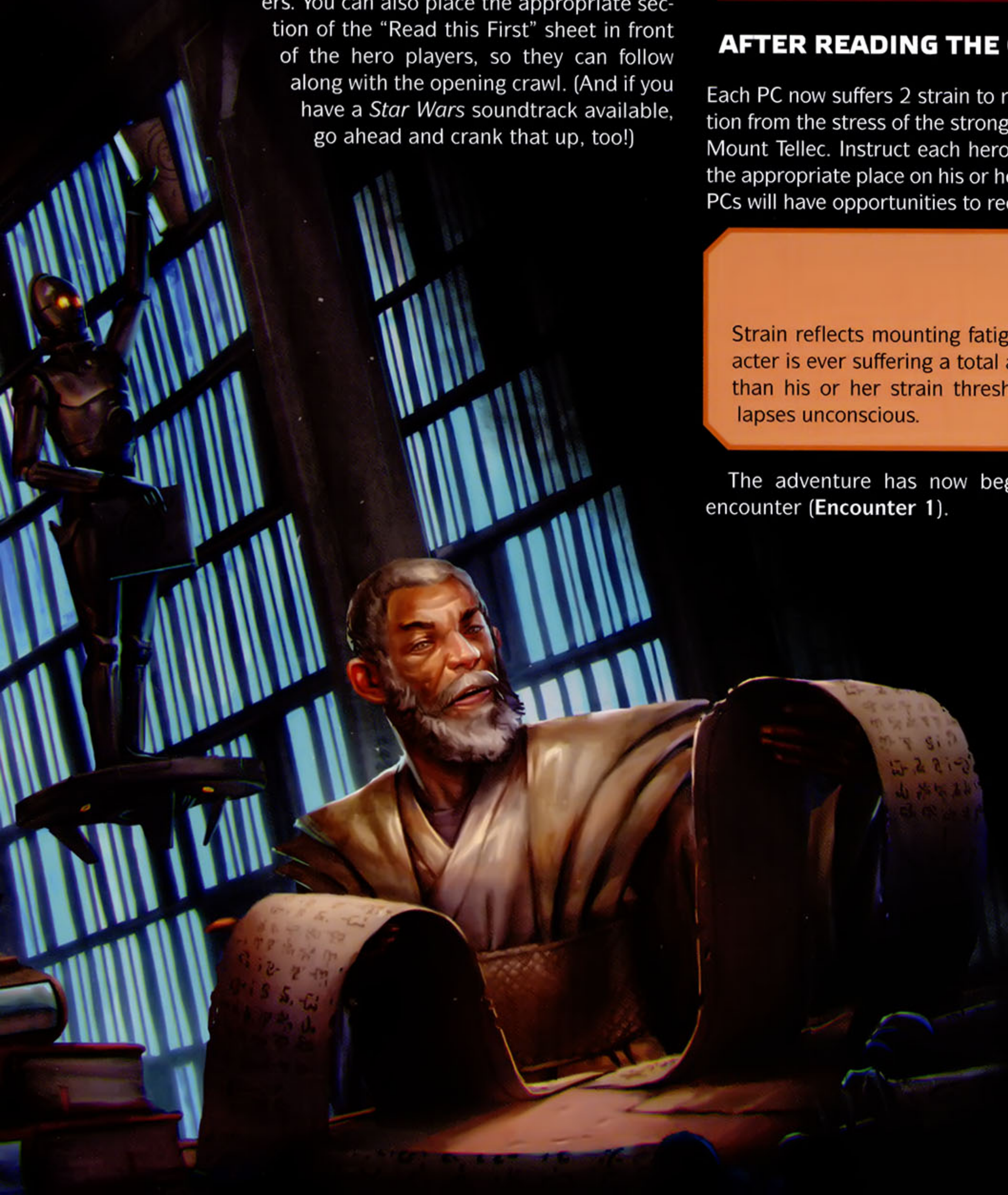
AFTER READING THE OPENING CRAWL...

Each PC now suffers 2 strain to represent his or her exhaustion from the stress of the strong winds and blowing snow of Mount Tellec. Instruct each hero player to mark 2 strain in the appropriate place on his or her PC's character sheet. The PCs will have opportunities to recover strain in the future.

STRAIN

Strain reflects mounting fatigue and stress. If a character is ever suffering a total amount of strain greater than his or her strain threshold, that character collapses unconscious.

The adventure has now begun! Proceed to the first encounter (**Encounter 1**).



ENCOUNTER 1: THE HIGH VALLEY

In this encounter, the PCs climb up to the valley that contains the ruined temple, high up in the snowy mountains of Spintir. After hours of trudging through the drifting snow, the PCs reach the final ascent, a steep cliff face exposed to biting winds and cold. They must find some way up to proceed.

Read or paraphrase the following aloud:

You stand at the bottom of a steep stone rise clad in snow and ice. It's not especially tall, but you will need to brave the elements and exert yourself to reach the top. The path continues upward in a tight switchback exposed to the howling winds. To your left, several tall evergreen trees brush against the cliff face, where smaller trees cling to cracks in the rock. A more direct route would be to scramble straight up the rocks and ice to the valley above. In any event, you have to go up if you're going to rescue Romund. What do you do?

The PCs must make skill checks to pick their way up the steep slope and into the valley beyond. Failing on the check means that the ascent is harrowing and the character will suffer penalties in **Encounter 2** to reflect that. Each PC should make one check.

If a PC simply tries to put his head down and march on despite the wind and cold, then the skill check is a **Resilience check**. But there are other things the PCs may try, such as:

- Scaling the cliff directly. **(Athletics)**
- Climbing up and leaping from tree to tree. **(Coordination)**
- Searching for another path to the top. **(Survival)**
- Rigging makeshift climbing gear. **(Mechanics)**

Once each hero player makes a choice, that player should construct a dice pool and roll a skill check. The hero players do this one at a time, in any order.

PERFORMING THE SKILL CHECK

To perform this skill check, the active player (the player whose character is performing the action) should do the following:

1. Collect a pool of dice—the number and type of dice listed on the character sheet for the skill in question, **plus one purple Difficulty die** ◆.
2. Roll the dice.

Failure ▼ symbols cancel Success ☆ symbols. If there is at least one Success ☆ symbol left over, the task succeeds.

Those are the bare-bones steps of any skill check. For more detail, read on...

THE CORE MECHANIC

Whenever a character attempts an action that has a chance of failure, a skill check is performed to determine whether or not the action succeeds. The core mechanic, which determines success or failure, is as follows:

1. Roll a pool of dice.
2. Failure ▼ symbols cancel Success ☆ symbols.
3. After all other factors, if there is at least one Success ☆ symbol, the task succeeds.

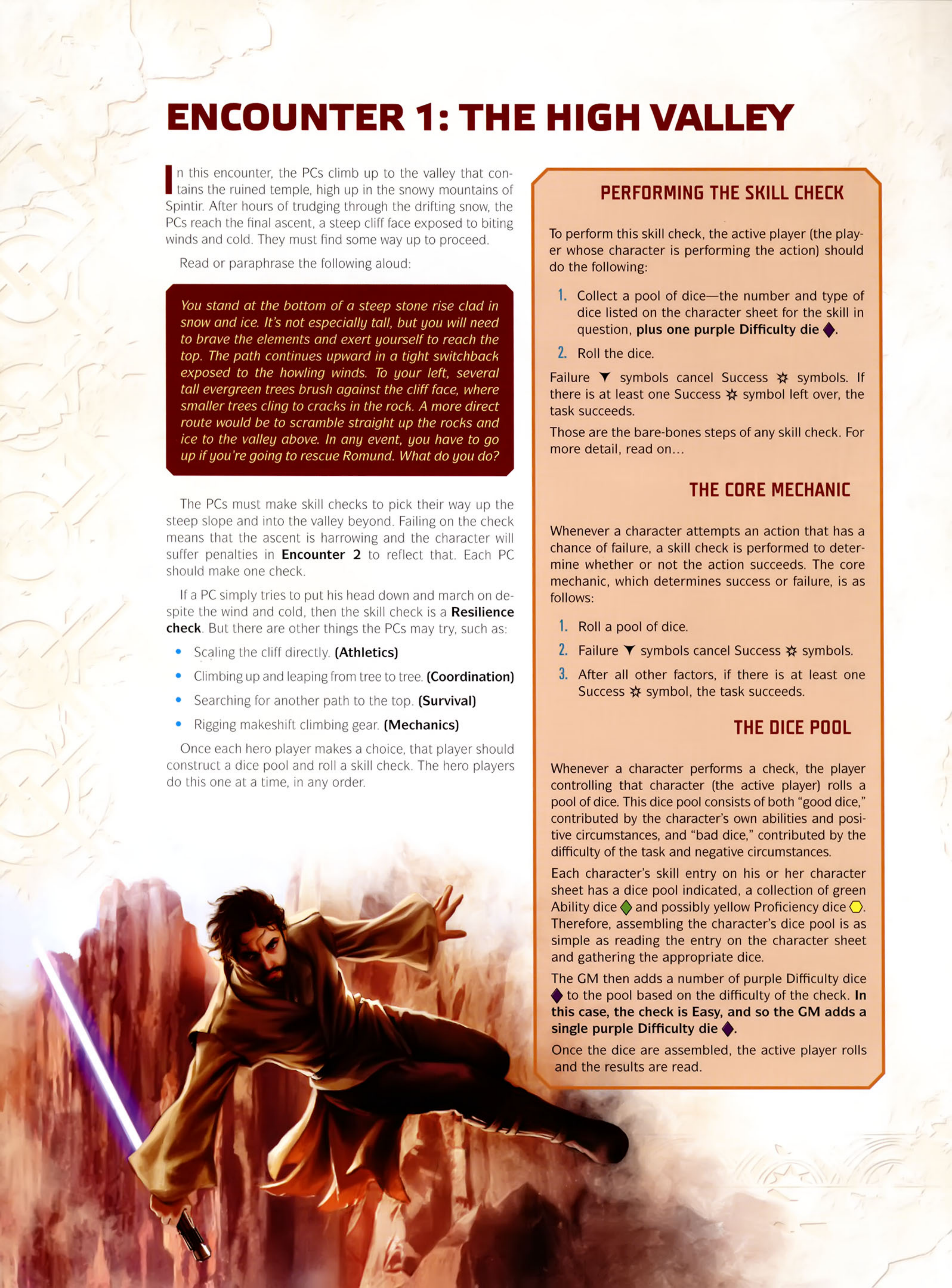
THE DICE POOL

Whenever a character performs a check, the player controlling that character (the active player) rolls a pool of dice. This dice pool consists of both “good dice,” contributed by the character’s own abilities and positive circumstances, and “bad dice,” contributed by the difficulty of the task and negative circumstances.




Each character’s skill entry on his or her character sheet has a dice pool indicated, a collection of green Ability dice ◆ and possibly yellow Proficiency dice ◇. Therefore, assembling the character’s dice pool is as simple as reading the entry on the character sheet and gathering the appropriate dice.

The GM then adds a number of purple Difficulty dice ◆ to the pool based on the difficulty of the check. **In this case, the check is Easy, and so the GM adds a single purple Difficulty die ◆.**




Once the dice are assembled, the active player rolls and the results are read.





IMPORTANT CONCEPT: POSITIVE AND NEGATIVE DICE








Uirtually every dice pool consists of both positive dice (usually Ability dice  and/or Proficiency dice ) and negative dice (usually Difficulty dice ). There are very few exceptions, and they are noted expressly in the text as **Simple (–) checks**.

THE TRIUMPH SYMBOL





The Triumph  symbol is a special, superior version of a Success  symbol. It is discussed in more detail later; for the moment, simply treat it as a Success  symbol.





SUCCESS, OR FAILURE?





If the check results in more Success  symbols than Failure  symbols, the check succeeds!







Two symbols are used to determine success or failure on a given check. These symbols are the Success  symbol and the Failure  symbol. Each Failure  symbol cancels (and is canceled by) one Success  symbol. If, after accounting for all Failure  symbols, there are any Success  symbols remaining, the task succeeds. Extra Failure  symbols have no further effect.





ADVANTAGE, OR THREAT?

If there are more Advantage  symbols than Threat  symbols, the character recovers 1 strain per Advantage  symbol in excess of Threat  symbols.

If there are more Threat  symbols than Advantage  symbols, the character suffers 1 strain per Threat  symbol in excess of Advantage  symbols.

In addition to success and failure, each check may generate positive or negative side effects or other outcomes, represented by the Advantage  symbol and the Threat  symbol, respectively. These twists of fortune are independent of success or failure; a check can fail and still generate a positive side effect via Advantage , or a check can succeed but with a negative consequence due to Threat .

Advantage  symbols are canceled by Threat  symbols and vice versa, just as with Success  and Failure  symbols. If any Advantage  symbols remain once this is done, then something beneficial to the active character has occurred. If any Threat  symbols remain, then something harmful to the active character has occurred.



In this case, the active character may recover 1 strain per Advantage  symbol. The active character suffers 1 strain per Threat  symbol. This is the most basic way to use Advantage  and Threat , and this option is always available to the active character; other specific options are discussed later.

AFTER EACH HERO PLAYER HAS ROLLED...

Make a note of each PC who succeeds on the check and which PCs fail. PCs who succeeded feel confident about their progress and may have impressed anyone watching. PCs who failed feel discouraged after their struggles climbing up the slope, although they do eventually make it to the top of the valley.

Continue to **Encounter 2**.

EASIER THAN WRITING IT DOWN

Instead of writing the result of their climb down, PCs who succeeded can each take a blue Boost  die to help keep track, while PCs who fail can take a black Setback  die. (There may not be enough dice to go around, but that's okay—any method that helps the group remember is fine.)

COMPLETE ENCOUNTER 1 BEFORE MOVING ON

ENCOUNTER 2: THE GATEKEEPER

In this encounter, the PCs are confronted by the Gatekeeper, a ghostlike projection of the holocron stored in the ruined temple. The Gatekeeper can see and hear everything that happens in the valley, and it watched the PCs' final ascent with interest. It is seeking allies who can dislodge Malefax from the temple and purge the dark side of the Force from the valley. If the PCs impress the Gatekeeper with their knowledge, their abilities, or their good intentions, the Gatekeeper will help them navigate the valley more safely (although it will still wish to test them). If the PCs fail to do so, the Gatekeeper will actively work to hinder them. The PCs can use their various social skills and some roleplaying to impress the Gatekeeper. Since the Gatekeeper doesn't physically exist, violence will not help them, and attempting to resort to violence is unlikely to impress him.

When the PCs have all successfully climbed up to the valley, read the following aloud:

Having reached the top of the steep climb, you pause a moment to take in the view. You are now quite high up the slopes of the mountain, and spread out before you is a tapestry of icy peaks, snow-clad forests, and rolling hills. Above you still is the forbidding summit of Mount Tellec, reachable only by passing through a densely wooded valley. You figure it's at least another hour of hard going before you reach the temple where Malefax, hopefully, is holding your mentor, Romund. But before you can resume your hike, a flickering, ghostly figure appears before you! He appears to be an older Cerean male wearing simple robes, but comprised entirely of silvery-blue light. "Hello," says the figure. "I am the Gatekeeper."

If at least half the PCs passed their check in **Encounter 1**, the Gatekeeper is relatively polite and intrigued:

"Welcome to my valley. You handled the climb well; you may be useful. But first I must know: what is your purpose here?"

If more than half of the PCs failed their check, the Gatekeeper is more brusque:

"The climb seems to have nearly killed you, and the valley may finish the job. You are of no use; turn back. What possessed you to attempt the climb in the first place?"

The characters may now talk to the Gatekeeper, ask him questions about himself, the valley, and the temple, and try to convince him to assist with their mission. The GM plays the role of the Gatekeeper and responds to their questions and statements as the Gatekeeper would. The Gatekeeper is a copy of an ancient Jedi Master, stored within the holocron located in the temple. The Gatekeeper wants to find someone to dislodge Malefax from the temple before the dark side adept can locate the holocron, and is trying to decide if the PCs might help. If the Gatekeeper decides the PCs are of no use, are unworthy, or just as evil as Malefax, he will contact the local residents of the valley and tell them exactly where to find the PCs. The PCs must convince the Gatekeeper that they are allied with the light side of the Force to proceed without being hounded by enemies. Some of the questions the PCs might ask, and strategies they might try are noted on the following pages, along with the Gatekeeper's response.



YOU WANT TO USE US? FOR WHAT?

"My temple is currently occupied by a servant of the dark side of the Force. I wish this villain removed, before his corruption of this sacred valley becomes permanent. The question is whether you are the people for the job."

WHAT DO YOU MEAN, "MY VALLEY?"

"Calling it 'my' valley is a trifle prideful, and speaks of inappropriate attachment. Still, it is the place in which I dwell, and I feel protective of the valley and its inhabitants. I have no desire for the dark side to take root here."

ARE YOU A GHOST?

"Ha! I suppose I am, after a fashion."

WHAT CAN YOU TELL US ABOUT THE TEMPLE ON THIS MOUNTAIN?

"The temple is my home. You can see what's left of its spires above the trees from here, at the far end of the valley. It is a sacred place, strong in the Force. I will not allow it to be defiled."









NEVER MIND, WE'LL JUST LEAVE.





"Before you go, I should warn you. You're not alone in this valley, and the locals have become quite hostile since the temple fell to the dark side. I could help you get past them, or I could lead them straight to you. Which I choose is up to you. Impress me."

If the PCs want to get any information or to secure the Gatekeeper's help against the locals, they'll have to convince the Gatekeeper that they are worthy.

OPPOSED CHECKS

Dealing with the Gatekeeper requires an **opposed check**, a check in which the skill of one character is pitted against the skill of another. Sometimes these checks use the same skill on both sides, such as the Knowledge vs. Knowledge example on the next page or the Athletics vs. Athletics check that two wrestlers would make. At other times, one skill opposes a different skill, such as in the Deception vs. Discipline example on the following page.




When making an opposed check, the player who controls the active character (the one making the check; in this case, a hero player) assembles his or her dice pool as usual. The difficulty of the check is determined by the rival character's dice pool for the relevant skill. For every green Ability die  that the rival character would add to a dice pool, a purple Difficulty die  is added to the active character's dice pool. For every yellow Proficiency die  that the rival character would add to a dice pool, a red Challenge die  is added to the active character's dice pool. In other words, the rival character builds his own dice pool out of Difficulty  and Challenge dice  instead of Ability  and Proficiency dice , then adds that to the active character's dice pool to represent the "bad dice" for the check.

The dice pool is then rolled and evaluated following the normal rules for dice pools. In the case of an opposed check, Advantage  and Triumph  could reflect something beneficial occurring to the active character or something disadvantageous happening to the rival character. Likewise, Threat  and Despair  symbols could reflect something bad happening to the active character or something good happening to the rival character, at the GM's discretion.



WHAT'S A HOLOCRON?

A holocron is a rare repository of knowledge in the form of a crystalline polyhedron, usually about the size of a person's fist. Holocrons are all different, but most were constructed by Jedi or Sith in the distant past and are attuned to the Force in some way. This holocron contains much knowledge of the Force, and careful study of its contents could greatly expand the powers of any would-be Jedi...or would-be Sith. Many holocrons, including the one in this adventure, have a "gatekeeper" personality imprinted during the holocron's creation. The gatekeeper serves as the interface for the holocron, ensuring that the knowledge contained within is accessible and comprehensible, and that the user is worthy of receiving the information. The Gatekeeper has judged Malefax as unworthy of receiving his secrets but is aware that if the dark side adept gains unrestricted access to the holocron itself, Malefax may be able to bypass the Gatekeeper.







ENCOUNTER 2 CONTINUES ON THE NEXT PAGE


There are a number of strategies the PCs might attempt to convince the Gatekeeper that they are worthy. PCs who passed their check to climb up to the valley may add a Boost  die to their first check in this scene. PCs who failed must add a Setback  die to their first check in this scene. The PCs can try each of the following strategies once, until they run out of strategies, run out of patience, or run out of time due to rolling a Despair  result (see below).

YOU ARE CLEARLY VERY WISE AND COULD TEACH US SO MUCH. PLEASE HELP US!


The PCs can attempt to be charming, complimenting the Gatekeeper and appealing to his role as a teacher. If the PCs attempt this tack, they'll have to choose one PC to make a **Charm check opposed by the Gatekeeper's Cool** ( ). Opposed checks are discussed in detail on page 11.


BOOST & SETBACK DICE

Boost dice  and Setback dice  reflect circumstantial modifiers to the chances of success or failure of a task. Boost dice  make the task more likely to succeed; Setback dice  make the task less likely to succeed. There are many, many reasons why a Boost die  or Setback die  might be added to a dice pool, and this is a good time to learn more about it.


Characters might add a Boost die  for any of the following when making a check to win over the Gatekeeper:

- Displaying respect or admiration for the Jedi Order.
- Mastering their emotions and displaying patience and serenity.
- Offering to help restore balance to the temple and the valley.

In short, any circumstantial benefit that applies on any check can provide a Boost die  to the active character's check.




Characters might suffer a Setback die  for any of the following when making a check to convince the Gatekeeper:

- Displaying hatred, anger, or another negative, dark side emotion.
- Being rude or dismissive toward the Gatekeeper.
- Displaying great ignorance or a disregard for knowledge.






In short, any circumstantial hindrance that applies on any check can add a Setback die  to the active character's check.

In all cases, the GM has final approval on which dice are added to the pool.





WE WILL ABSOLUTELY HELP YOU BECAUSE WE ARE SO TRUSTWORTHY AND NOT LIARS OR ANYTHING.

Lying to the Gatekeeper isn't the best tactic, but the PCs can certainly try. If the PCs attempt this tack, they'll have to choose one PC to make a **Deception check opposed by the Gatekeeper's Discipline** (  ). Opposed checks are discussed in detail on page 11.



YOU SHOULD HELP US BECAUSE THE JEDI CODE SAYS THAT YOU SHOULD BE COMPASSIONATE TOWARD ALL LIVING BEINGS.











There's very little the Gatekeeper likes more than engaging in philosophical or scholarly debate. If the PCs try to use debate to present a compelling reason for the Gatekeeper to help them, they should choose one PC to make a **Knowledge check opposed by the Gatekeeper's Knowledge** (  ). Even if this check is failed, it is likely that the Gatekeeper will be pleased by the attempt. If any Advantage  is generated on the check, then any future checks opposed by the Gatekeeper gain a Boost  die. Opposed checks are discussed in detail on page 11.

IF YOU DON'T HELP US, WE WILL NOT ONLY DO NOTHING TO RESTORE BALANCE TO YOUR VALLEY, BUT WE WILL DESECRATE YOUR TEMPLE.

Reminding the Gatekeeper that things could always get worse might work, but the Gatekeeper is reasonably certain that things are very bad already. The PCs can choose one of their number to make a **Coercion check opposed by the Gatekeeper's Discipline** (  ). Because the Gatekeeper has no physical body and can't be threatened directly, Coercion checks against him suffer a Setback  die. Opposed checks are discussed in detail on page 11.

CHALLENGE DICE & THE DESPAIR SYMBOL

Challenge dice  are the mechanical and narrative opposite of Proficiency dice . In opposed checks, they appear when the other character has training in the relevant skill.

The Despair  symbol only appears on the Challenge die , and it is the mirror of the Triumph  symbol. However, the Despair symbol  does not cancel the Triumph  symbol, and it is not canceled by the Triumph  symbol. A Despair  symbol counts as a Failure  symbol and cancels a Success  symbol. Additionally, it indicates that something calamitous has occurred for the active character. In combat, this might be a weapon jamming or running out of ammunition. In this case, a Despair  symbol on a check means that a group of local hunters draws near, interrupting any chance that the characters have to ask the Gatekeeper further questions (see **Moving On**, on the next page).

ALL WE WANT IS TO RESCUE OUR MENTOR. SURELY WE CAN MAKE SOME SORT OF DEAL.

The PCs can be completely honest with the Gatekeeper, laying out the situation with Malefax and Romund. They can offer to take whatever steps the Gatekeeper requires to restore balance to the temple, if the Gatekeeper helps them reach it safely. If they try this tack, they should choose one PC to make a **Negotiate check opposed by the Gatekeeper's Cool** (♦♦). Opposed checks are discussed in detail on page 11.

If the PCs pass any of these checks, then the Gatekeeper agrees to help them as much as he can. He will answer questions more fully, and he will help warn them of the attack outlined in the next encounter.

IS ROMUND STILL ALIVE?

"Yes. I believe Malefax is attempting to force her to reveal the secrets of my temple. A vain attempt, as she does not know my secrets."

WHAT CAN YOU TELL US ABOUT MALEFAX? DOES HE HAVE ANY WEAKNESSES?

"He is completely ensnared by the dark side, and utterly focused on increasing his own power. He will underestimate you, and particularly underestimate your ability to work as a team."

ARE THERE ANY DANGERS IN THE VALLEY?

"Yes. With the temple out of balance, the locals have become extremely hostile. I will not be able to prevent them from attacking you. There are also various environmental hazards, but given that you managed the climb up here, I don't imagine they will pose a significant threat."

THE GATEKEEPER, ECHO OF A LONG-DEAD JEDI MASTER

The Gatekeeper has no physical form, which means several of his characteristics have no value (—).

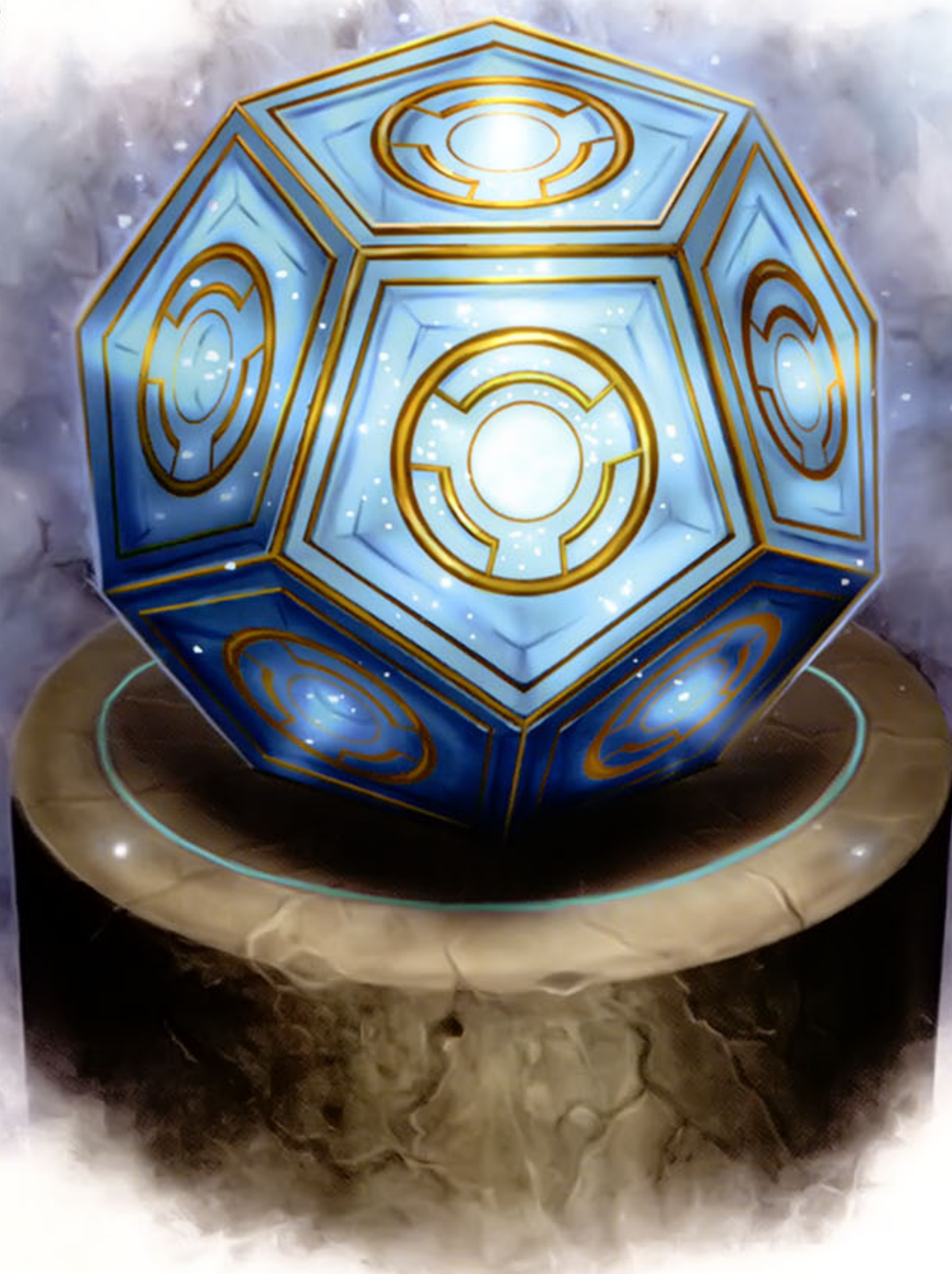
—	—	3	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD			
—		—			

Skills: Cool 1 (♦♦), Discipline 1 (♦♦♦), Knowledge 2 (♦♦♦).

Equipment: None.

MOVING ON

This encounter ends in one of two results. Either the PCs successfully convince the Gatekeeper that they are worthy of his assistance, in which case he answers any questions they may have and helps them, or they exhaust all their options, give up, or run out of time due to rolling a Despair symbol. In the latter case, the Gatekeeper refuses to help them and will continue to test them as they move through the valley. Either way, when this scene is over, it will be time to move on to **Encounter 3**.



COMPLETE ENCOUNTER 2 BEFORE MOVING ON

ENCOUNTER 3: HUNTERS & HUNTED

In this encounter, a fight breaks out between the PCs and a group of local hunters. If the PCs were successful in their attempts to influence the Gatekeeper during **Encounter 2**, then the PCs have an advantage over the hunters.

If the Gatekeeper is aiding the PCs, read or paraphrase the following aloud:

"A group of hunters now approaches your position, their minds clouded by the dark side. Even if you evade them now, they will continue to hunt you, and they will find you. I will lead them into a ruin not far from the lake. You can conceal yourselves and strike from ambush. I would take it as a kindness if you would leave at least some of them alive. Go quickly now, we have only moments." Then the Gatekeeper is gone. You press through the snowy trees and across a bridge until you come to the ruin he mentioned, hiding yourselves seconds before the first of the fur-clad hunters enters the ruin. He holds an old-style slugthrower rifle, and his face is daubed with blood. Soon, the entire group of hunters is in the center of the ruin, and it is time to strike...

If the Gatekeeper is not aiding the PCs, read or paraphrase the following aloud:

"You are not worthy of my aid. But still, I offer this word of warning: a group of hunters approaches. They will find you—I will see to that. Best you not fight them with your backs to a cliff." Then the Gatekeeper vanishes. You hear the hunters approaching through the trees. You flee, but no matter where you turn, the hunters pursue. They corner you in a ruin on the edge of the lake, wielding old-style slugthrower rifles, their faces daubed with blood. Surrounded and outmaneuvered! The Gatekeeper must be aiding the enemy. Time to fight for your lives!

Either way, reference **The Ruin** portion of the map for this encounter.

IT IS TIME TO BEGIN COMBAT

Combat follows the steps listed below:

1. **Determine Initiative**—in this case, based on whether or not the heroes hid.
2. **Participants Take Turns**—each character takes one turn; PCs choose the order in which they act.
3. **The Round Ends; a New Round Begins**—return to step 2 until the encounter is over.

There are as many hunters as there are PCs, plus one additional hunter. The hunters are either clustered in the center of the ruin or arranged in a loose circle around the PCs, at medium range. The PCs should note where they are on the map. From one edge of the map to the other is long range; from the edge to the center is medium range; any two points within the ruins themselves are short range.

DETERMINE INITIATIVE

At the beginning of the first round of combat, the GM and the hero players need to determine in what order the characters (both PCs and NPCs) will take their turns. This is called the Initiative order. In most cases, determining Initiative calls for a skill check from each participant, but in this case the Initiative order is fixed based on whether the Gatekeeper is aiding the PCs or not. Note that each Initiative slot is claimed by a team (PCs or NPCs), not by an individual character. **The hero players choose the order in which their characters use their team's slots.** The GM does the same if the NPCs occupy multiple slots—although in this encounter, all NPCs act simultaneously.

If the Gatekeeper aids the PCs:

1st PC
2nd PC
3rd PC
NPCs
4th PC

If the Gatekeeper aids the hunters:

1st PC
NPCs
2nd PC
3rd PC
4th PC

If there are only three PCs, ignore the 4th PC slot.
If there are only two PCs, ignore the 3rd and 4th slots.

HUNTERS



Skills: Ranged (Heavy) 1 (♦♦♦).

Equipment: Slugthrower rifle (Skill: Ranged [Heavy] [♦♦♦]; Damage 7; Range [Medium]; ○○○○: inflict Critical Injury), heavy fur clothes (+ 1 soak).

Note that since the hunters have no strain threshold, whenever they would normally suffer strain, the hunters instead suffer wounds.

PARTICIPANTS TAKE TURNS

Each round of combat consists of a series of turns. In Initiative order, each character participating in the battle takes one turn. Beginning with the first slot in the Initiative order, one member of that team (PC or NPC) takes his or her entire turn; then, the round progresses to the next slot in the Initiative order. **Each PC can use any remaining PC Initiative slot**, but each PC can only take one turn per round. PCs can choose who acts as each Initiative slot is reached in the Initiative order; they don't have to choose beforehand. They can also act in one order during one round and in a different order during the next round—there is no permanent connection between a given PC and a given Initiative slot.

In the case of NPCs, it is normal for groups of similar NPCs (such as the hunters) to act at the same time. Just like PCs, NPCs can act in any order and can change their order from round to round.



Once each character has taken a turn, the round ends and a new round begins.

On each character's turn, that character can perform a single action and a single maneuver (in any order). Actions are not maneuvers; maneuvers are not actions.

POSSIBLE ACTIONS INCLUDE:

- Performing an attack with an available weapon.
- Using a skill.
- Using the Force (described in **Encounter 4**, on page 18; ignore this option until then).
- Performing a second maneuver.



POSSIBLE MANEUVERS INCLUDE:

- Moving to a new location within short range, or moving between range bands (from engaged range to short range, short range to medium range, etc.).
- Ready or stowing a weapon or other item.
- Using a stimpack.
- Opening or closing a door, flipping a table over for cover, or otherwise interacting with the environment.
- Aiming to gain a Boost die  on your next attack.
- Taking cover to give attackers a Setback die  on attacks against you until you leave cover or the situation changes.

ONLY ONE MANEUVER?

Characters can perform a second maneuver on their turn by suffering 2 strain or by downgrading their action to a maneuver. **Characters can never perform more than two maneuvers during their turn, nor more than one action.**





Example 1: On his turn, Tarast draws his blaster pistol (a maneuver) and fires at an enemy (an action). His shot misses, and Tarast elects to take cover behind a tree by suffering 2 strain to perform an extra maneuver.

Example 2: On her turn, Kaveri aims (a maneuver) and then fires her blaster rifle (an action). Her shot misses, but the check results in 2 Advantage . Since she has only taken one maneuver so far this turn, Kaveri elects to spend these 2 Advantage  on a second maneuver (as discussed on page 17) to roll into cover behind a collapsed pillar.

THE ROUND ENDS; A NEW ROUND BEGINS

After all characters have taken a turn, the round is over. If the battle is now done (one team has been defeated or has fled), then the encounter is over and it is no longer necessary to track Initiative. If there is more fighting to do, a new round begins and the process returns to the "Participants Take Turns" step. During this new round of combat, the order of Initiative slots remains the same, but the characters may act in a different order (they are not obligated to use the same Initiative slot as they did in the first round).

BOOST & SETBACK DICE IN COMBAT

As with other tasks, characters can gain Boost dice  and Setback dice  in combat. These dice are independent of the difficulty of the combat check, and represent external factors. For example, Boost dice  can be gained by performing the Aim maneuver, and Setback dice  are added when attacking a target who has taken cover to avoid shots.

ENCOUNTER 3 CONTINUES ON THE NEXT PAGE

MOVEMENT AND RANGE

In the **FORCE AND DESTINY BEGINNER GAME**, range and distance are handled abstractly, with a system of range bands that describe the distances between objects. There are five range bands: engaged, short, medium, long, and extreme. In order from closest to farthest:

Engaged range: Characters are close enough to touch. Engaged range is a subcategory of short range.

Short range: A few steps away. An easy shot with a blaster. It takes a single maneuver to move from short range to engaged, or from short range to medium range. For example, in this encounter, any two points within the ruins themselves are at short range.

Medium range: Opposite sides of a room. An average shot with a blaster. Still close enough to easily be seen and heard, although characters must speak loudly to be understood. It takes a single maneuver to move from medium range to short range. It takes two maneuvers to move from medium range to long range. In this encounter, medium range spans from one side of the hollow to the center.

Long range: Down the street. A hard shot with a blaster rifle; a blaster pistol cannot make the shot at all. Characters must shout to be heard clearly. It takes two maneuvers to move from long range to medium range or from long range to extreme range.

There is also an **Extreme range** band, which is the farthest apart two characters can be and still interact, although it's not important in this encounter.

You can use character tokens to approximate where each character is on the map and to estimate ranges between characters. **Since the range band system is abstract, rough estimates are normally all of the detail that you need.**

PERFORMING AN ATTACK

When fighting in a battle, one of the most basic and important actions a character can perform is to make an attack with an available weapon against a target in range. First, the attacker should compare the range to the target against the listed range for the weapon. If the target is too far away, the attacker must move closer, choose a different target for the attack, or do something else with his or her action.

Attacks are skill checks. The skill used is determined by the weapon and is listed in its description. The active character should gather the dice for the dice pool as indicated for the relevant skill.

The difficulty of an attack check (the number of purple Difficulty dice ♦ added to the check) is determined by the circumstances of the attack.

If the attack is at **short range**, it is an **Easy** (♦) check. Add 1 Difficulty die ♦ to the dice pool.

If the attack is at **medium range**, it is an **Average** (♦♦) check. Add 2 Difficulty dice ♦ to the dice pool.

If the attack is at **long range**, it is a **Hard** (♦♦♦) check. Add 3 Difficulty dice ♦ to the dice pool.

If the attacker is **engaged** with his or her target, it is an **Average** (♦♦) check if it's made with the Melee, Brawl, Lightsaber, or Ranged (Light) skill. Add 2 Difficulty dice ♦ to the dice pool. If the attack is made with the Ranged (Heavy) skill, it is a **Hard** (♦♦♦) check. Add 3 Difficulty dice ♦ to the dice pool.

A character who uses the Aim maneuver also adds a Boost die □ to the attack's dice pool. Characters who are in cover add a Setback die ■ to attacks that target them. Once the dice pool is assembled, it is rolled and evaluated like any other skill check.



DEALING DAMAGE AND SUFFERING WOUNDS


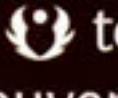
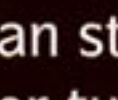




If the attack is a success, it hits, and the hit inflicts damage on the target. The damage inflicted by the attack is equal to the damage rating of the weapon plus the number of Success ☆ symbols left uncanceled. For example, if Tarast fires a blaster pistol with damage 6 and hits his target with 1 uncanceled Success ☆ symbol, he deals 7 damage.

The target reduces the damage suffered by his or her soak rating—a combination of the character's natural toughness and the armor he or she is wearing. If a character's soak rating reduces the damage to 0 or less, that character suffers no wounds. Otherwise, the character suffers wounds equal to any remaining damage. For instance, if Tarast shoots a hunter for 7 damage, the hunter reduces that damage by his soak value of 3 and suffers 4 wounds.



When a character suffers wounds, that character's controller marks them on his or her character sheet. The GM can use scratch paper for NPCs. **When a character's total number of wounds suffered exceeds his or her wound threshold, the character is defeated and knocked unconscious.** That character suffers an immediate Critical Injury and remains unconscious until healed by another character. NPCs who are defeated normally die outright (or are incapacitated such that they pose no further threat to the PCs for the purposes of the game), unless the plot calls for them to survive.


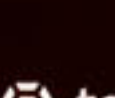
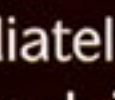

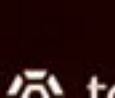

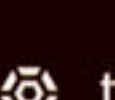
ADVANTAGE

Characters may spend Advantage  to do several things. In general, the player controlling the active character chooses how to spend Advantage  symbols, with the GM's approval. Options include:

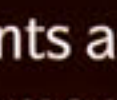
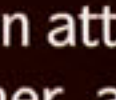
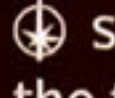

- Spend 1 Advantage  to recover 1 strain.
- Spend 2 Advantage  to immediately perform a bonus maneuver without suffering strain (a character can still only perform up to two maneuvers per turn).
- Spend 2 Advantage  to give a Boost die  to the next attack against the target.
- Spend Advantage  to inflict a Critical Injury on the target if the attack is successful—each weapon requires an amount of Advantage  noted in that weapon's description.
- Spend Advantage  to do something else appropriate to the plot and situation.

THREAT

Threat  may be spent to do several things. In general, the GM chooses how to spend Threat  symbols. Options include:

- Spend 1 Threat  to cause a PC to suffer 1 strain.
- Spend 2 Threat  to allow the target of the attack to immediately perform a bonus maneuver (even though it isn't the target's turn).
- Spend 2 Threat  to add a Setback die  to the next attack the active character performs.
- Spend 2 Threat  to add a Boost die  to the next attack targeting the active character.
- Spend Threat  to do something else appropriate to the plot and situation.

TRIUMPH

In a combat situation, a Triumph  symbol counts as a Success  symbol, and thus makes an attack more likely to hit and to deal damage. Further, a Triumph  symbol can be used to inflict 1 Critical Injury on the target, if the attack is successful, or to trigger any effect that Advantage  symbols could trigger.

THE BATTLE CONTINUES UNTIL ONE TEAM OR ANOTHER IS VICTORIOUS.

When all but one hunter has been defeated by the PCs, that remaining hunter turns and runs. Read the following aloud and then continue to **Encounter 4**:

Whooping and shrieking, the remaining hunter runs through the trees, pausing only occasionally to fire wild shots in your general direction. You take only a few steps in pursuit before—suddenly—you plummet into a deep pit, a stone-walled chamber with no visible exit. Each of you falls into a separate pit in a spray of snow and gravel. The hunter reappears at the edge of the pits for a moment, hoots in derision, and then vanishes.

If the hunters win, read or paraphrase the following aloud and then continue to **Encounter 4** (each PC immediately heals wounds to one below his wound threshold and is no longer incapacitated; PCs may also use their stimpacks to more fully recover):

As blackness overtakes you, the last thing you hear are the hunters' howls of triumph. You awaken some time later—you're not sure when—and find yourselves at the bottom of individual stone pits somewhere in the valley. As you pull yourselves to your feet, groaning with every aching movement, a hunter appears at the edge of the pits, hoots in derision, and vanishes.

CRITICAL INJURY?

If an NPC suffers a Critical Injury, that NPC is simply defeated. If a PC suffers a Critical Injury, refer to the Critical Injury chart on the back cover.

RECOVERING STRAIN

At the end of each encounter, PCs have a chance to recover strain. Each PC recovers strain equal to his or her Presence characteristic or ranks in the Cool skill (whichever is greater).

TAKE THEM ALIVE!

When an NPC's wound threshold is exceeded, it's usually not important whether that NPC is alive or dead. If the PCs specify they are trying not to kill, assume that the hunters survive.

COMPLETE ENCOUNTER 3 BEFORE MOVING ON

ENCOUNTER 4: IN DEEP TROUBLE

During this encounter, the PCs will have to use the Force and some clever thinking to escape from sheer, ice-lined pits. They will learn how to use their various Force powers.

As the PCs find themselves in the pits, read or paraphrase the following aloud:

You see no obvious way out of the pit, only some ropes well out of your reach. "Don't bother trying to climb out," says the Gatekeeper, suddenly reappearing. "The walls are covered in ice and it's just above freezing; they're slick with icemelt. No, I'm afraid you will have to use the Force to have any hope of success here. Which will be quite an interesting test, from my perspective."

The Gatekeeper lingers as the PCs make their attempts, and the GM can use him to answer questions and suggest ways the PCs might use their Force powers to escape.

Each PC should now make an attempt to escape his or her pit. Below are some suggestions on how they might proceed, based on their Force powers.

SENSE

A character with Sense may open his mind to the Force and detect the movement of small life forms behind the walls of his pit. If he is successful, he detects the movement of a small group of Spintiri snow mice, and realizes that there is a sloped passageway leading back up to the surface only centimeters away behind the ice. A few quick blows with a nearby rock will break a hole through to freedom.

MOVE

A character with Move can use the Force to take hold of a rope tied to a nearby tree and pull it down into the pit. Once the rope is acquired, it is simple enough to climb out—or at least, it's doable, although the character might look a trifle ridiculous slipping all over the slick walls.

ENHANCE

Enhance is probably the easiest Force power to use to escape. A character with Enhance can simply jump out by successfully using the Force.

ESCAPE

Each PC should make at least one attempt to use the Force. If any of the PCs succeed, it's simple enough to lower a rope to the rest of the group. If all PCs fail (and no one is willing to draw upon the dark side), they have enough time to make one more attempt each; then, another group of hunters returns and starts shooting down at the PCs in the pits. These hunters will flee when the PCs use their "magic" to escape.

When all the PCs have escaped from their pits, proceed to the **Interlude**.



USE THE FORCE

Each of the heroes in the **FORCE AND DESTINY BEGINNER GAME** has one or more Force powers, each of which has its own unique effects and rules. Although each Force power functions differently, the core mechanic for using the Force remains the same.

When a character uses the Force, he or she chooses a Force power, then performs a Use the Force action and rolls a number of white Force dice equal to his or her Force rating. Then, that character can spend Force points generated by the Force dice to trigger effects of that power.

In general, for characters aligned with the light side of the Force (such as the heroes), light side results generate one Force point per light side result. If a character rolls at least enough light side results to satisfy the number of Force points needed for the power, he or she has succeeded. If the character doesn't generate enough Force points, he or she will either have to be satisfied with a lesser result, or the action fails.

Characters may draw upon the dark side of the Force as well. Dark side results can also be used to generate Force points, although doing so inflicts strain on the character. It may even cause the character to fall to the dark side of the Force if he or she does so often. When a character calls upon the dark side of the Force, he or she suffers 1 strain per dark side result used to generate a Force point. The character must also spend a Destiny point, but for this encounter, this restriction can be ignored (Destiny is discussed in more detail on page 19).

Dark side characters use the exact opposite rules: they generate Force points from dark side results and must suffer strain to use light side results. None of the PCs will be falling to the dark side during this adventure.

COMPLETE ENCOUNTER 4 BEFORE MOVING ON

INTERLUDE: EXPERIENCE AND DESTINY

Up until now, the adventure has been deliberately very linear to help teach the game and to ensure that the critical plot elements are put in place. But now, the PCs have earned the Gatekeeper's at least grudging assistance and are poised to reach the temple. They might wish to explore the rest of the valley, search for additional resources, or converse with the Gatekeeper before moving on. Alternatively, they might simply feel the best path is the most direct one, and decide to strike directly at the temple.

Either way, it's time to award the hero players some experience and learn about Destiny!

EXPERIENCE AWARDS




As the heroes continue their adventures and overcome new challenges, they will be awarded experience points (XP) by the GM, typically at the end of every play session. The heroes may then spend those experience points to purchase new ranks of skills, talents, and Force power upgrades from their career trees.

Now that the PCs have completed one of their primary story goals (impress the Gatekeeper with their mastery of the Force), they are each awarded 10 XP. Each of the hero players should turn to the next page of his or her character folio now, where the "level-up" procedure is explained. He or she should also be sure to **note the strain and/or wounds he or she has suffered**, as well as his or her current amount of money and any other changes to his or her character (spent stimpacks, etc.), transferring that information from his or her first character sheet to the new one.





THE DESTINY POOL

The PCs are more than just mystics, warriors, and adventurers. They are the main characters of the story, and they are touched by the Force with a great destiny. This destiny is represented in part by the Destiny pool.

BUILDING THE DESTINY POOL

Each hero player now rolls the Force die  once. For each light side result  rolled, place a Destiny token in the Destiny pool with its white (light) side showing. For each dark side result  rolled, place a Destiny token in the Destiny pool with its black (dark) side showing. The Destiny pool is a collection of Destiny tokens that both the GM and hero players can manipulate; it should be placed somewhere within reach of as many players as is practical.

DESTINY

Both the GM and the hero players can use the Destiny pool to upgrade skill checks. Each time a check is performed, the active player may choose to spend one, and only one, Destiny to upgrade one Ability die  to a Proficiency die . Then the player controlling the character who is the target of the action in question may do the same, spending one, and only one, Destiny to upgrade one Difficulty die  to a Challenge die . When the hero players do this, they spend one light side Destiny by flipping a Destiny Point token from its light side to its dark side. When the GM does this, he spends one dark side Destiny and flips one Destiny Point token from its dark side to its light side. If there are no Destiny Point tokens showing the appropriate face, that player cannot spend Destiny Points until some have been flipped.

Destiny Points can also be flipped to allow a light side character to draw upon the dark side of the Force, or for a dark side character to draw upon the light side of the Force, as discussed on page 18.

NEXT STEPS

If the PCs want to explore the rest of the valley before moving on, flip to the **Other Encounters in the Valley** section on page 28. If the PCs spend a lot of time exploring and don't take any precautions against being discovered, then they might encounter another group of hunters—refer to **Encounter 3** for guidelines as to how to run those encounters.

If the PCs wish to talk to the Gatekeeper and ask him any additional questions, the GM can refer to **Encounter 2** for some of the Gatekeeper's responses to likely questions. The GM can also use the Gatekeeper to foreshadow events from later in the adventure, if desired, or help guide the PCs toward the next step.

Once the PCs decide they're done exploring, or they've explored all of the valley aside from the temple, it's time to move on to **Encounter 5**.

If the PCs are unsure of how to proceed, the GM should remind them that their objective is to rescue Hethan Romund from the temple, and should suggest they head directly there. Begin **Encounter 5**.

COMPLETE THE INTERLUDE BEFORE MOVING ON

ENCOUNTER 5: THE BRIDGE



During this encounter, the PCs attempt to cross over a bridge leading to the temple. The rough wooden bridge spans a crevasse through which runs an icy-cold river. It is guarded by several alien sentries with modern, off-world weapons and armor—presumably allies of Malefax. The PCs will have to sneak, talk, or fight their way past the guards to reach the temple. Reference **The Bridge** portion of the map for this encounter.

Read the following aloud as the PCs approach the bridge:


The temple rests on the summit of a steep cliff above you. A glimmering waterfall crashes from the temple grounds and into a deep chasm separating you from the trail up to the temple. Spanning the chasm is a tall arched bridge of wooden beams, a sturdy-looking but primitive structure met at each end by a rude trail. At the near side of the bridge, a pair of one-horned Advosse mercenaries stands guard, and another set is on the far side. You'll have to find some way across the bridge to reach the temple.

The mercenaries will block any attempt to simply walk across the bridge, but they won't attack unless the PCs make a threatening move or try to go past them. The PCs have three basic strategies for how to proceed.

TALK THEIR WAY PAST

To cross the bridge, the PCs have to come up with a plausible lie or suitable bribe, or must intimidate their way past. If they choose to lie or intimidate, they need to make an **opposed Deception or Coercion check vs. the mercenaries' Discipline (◆)**. The mercenaries are not especially loyal to Malefax, and if offered a good deal (**opposed Negotiate vs. Cool [◆]**) of at least 100 credits each, they may stand aside and let the PCs go about their business. If the rationale the PCs offer seems plausible, reward them with a Boost die  on the check. If it is very unlikely, give them a Setback die . If they fail, the mercenaries draw their weapons and tell them to go away. If the PCs don't leave, the mercenaries attack.

FIND ANOTHER WAY ACROSS



While the bridge is the most obvious way across the gorge, adventurous PCs may find other options. Climbing down into the gorge and jumping rock to rock across the river, then back up the other side, is a **Hard (◆◆◆) Athletics check**. If the PCs have some rope, one of them can make the climb and then lower a rope for the rest. Another option is finding the hidden cave entrance on the cliff face—an **Average (◆◆) Perception check**—and picking their way through the cave, then under the waterfall and along a ledge beneath the bridge. Each PC who takes this route should make either a **Discipline check** (to master fear) or a **Resilience check** (to endure the cold)—**Average (◆◆)** in both cases—and suffer 2 strain on a failure. The GM may wish to use Destiny to upgrade the check; on a Despair , the mercenaries notice that PC going by and move to intercept him or her.

Simply sneaking past the mercenaries won't be possible, not without luring them away from the bridge somehow. If the PCs do somehow manage this, they will need to make an **opposed Stealth check vs. the mercenaries' Vigilance (●)**.

Force powers such as the jumping ability of Enhance or creative use of Move may also be used to get around.

FIGHT!

The PCs can simply attack the mercenaries and fight their way across. If they do this, the guards use their comlinks to communicate with Malefax, placing him on high alert. The mercenaries are not expecting a fight; they each make a separate **Vigilance check** for Initiative. The PCs will likely make **Cool checks**, unless the battle is the result of a failed attempt to bluff or climb past (see **Expanded Rules: Determine Initiative**, on page 21).

The distance from one end of the bridge to the other is long range. Pillars placed at regular intervals along the bridge can provide cover, and Triumph  or Despair  on checks may be spent to knock characters over the bridge into the water, effectively taking them out of the fight (NPCs are knocked unconscious, and PCs suffer 5 wounds with no opportunity to reduce with soak).

ADVOZSE MERCENARIES



Skills: Cool 0 (◆), Discipline 0 (◆), Ranged [Light] 1 (◆◆◆), Vigilance 1 (◆).

Equipment: Blaster pistol (Skill: Ranged [Light] [◆◆◆]; Damage 6; Range [Medium]; ○○○○: inflict 1 Critical Injury), vibroknife (Skill: Melee [◆◆]; Damage 3; Range [Engaged]; ○○: inflict 1 Critical Injury; Pierce 2 [reduce the target's soak by 2]), blast vest (+ 2 soak), comlink.

Since the mercenaries have no strain threshold, whenever they would normally suffer strain, they suffer wounds instead.

EXPANDED RULES: EXTREME RANGE

Extreme range is the farthest range at which characters can see and interact with each other. Characters cannot hear one another even if they shout. Only some sniper rifles and vehicle-mounted weapons can shoot this far. It takes two maneuvers to move from extreme range to long range.

In an encounter like this one, if a character manages to get to extreme range, and no one is actively chasing, then that character can just leave the encounter. If the PCs sneak or run past the mercenaries and then get to extreme range from them, the mercenaries will give up the chase and go back to the bridge.

EXPANDED RULES: DETERMINE INITIATIVE

Initiative order is normally determined by means of a skill check performed by each participant. A character makes a **Cool check** if expecting a fight. If the character was not expecting a fight, he or she makes a **Vigilance check** instead. (Different characters can use different skills on the same Initiative check.)

These checks are **Simple (–) checks**; no purple Difficulty dice ◆ are added.

Once all the checks have been made, the GM notes the results of each check and ranks them in order, from most Success ☆ symbols to fewest. If there is a tie, the check with more Advantage ○ is ranked higher. If there is still a tie, a PC check beats an NPC check. **It does not matter who made which check, only whether the character is a PC or an NPC.** The GM might wish to write this down on some scratch paper.

The GM should now have a list of Initiative check results, each one marked as PC or NPC. This is the Initiative order. During the ensuing combat, a PC will act each time a PC slot on the Initiative order is reached, and an NPC (or group of NPCs) will act each time an NPC slot on the Initiative order is reached. Remember that **any PC can act in any PC slot**—it doesn't matter who rolled what value, as the Initiative slots belong to the team, not an individual. The same is true for NPCs.

SKILL CHECKS: DIFFICULTY

When a character attempts a skill check, the GM should determine the difficulty of the check. The difficulty of combat checks and opposed checks has already been discussed, but the GM must also use his or her best judgement to determine the difficulty of ordinary skill checks.

Difficulty Level	Dice	Example
Simple	–	Routine, with the outcome rarely in question. Usually not rolled unless the GM wishes to know the possible magnitude of success or unless Setback dice ■ indicate the possibility of complications.
Easy	◆	Picking a primitive lock, tending to minor cuts and bruises, finding food and shelter on a lush planet, shooting a target at short range.
Average	◆◆	Picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, shooting a target at medium range, trying to strike a target while engaged.
Hard	◆◆◆	Picking a complicated lock, setting broken bones or suturing large wounds, finding food and shelter on a rugged planet, shooting a target at long range.
Daunting	◆◆◆◆	Picking an exceptionally sophisticated lock, performing surgery or grafting implants, finding food and shelter on a barren desert planet, shooting at a target at extreme range.
Formidable	◆◆◆◆◆	Picking a lock with no comprehensible mechanism, cloning a new body, finding food and shelter on a planet without a breathable atmosphere.

COMPLETE ENCOUNTER 5 BEFORE MOVING ON

ENCOUNTER 6: WOLFPACK

In this encounter, the PCs must overcome one last obstacle outside the temple: a pack of native wildlife, whipped into a frenzy by Malefax's dark side influence. A group of Spintiri icewolves has come down from the mountain slopes and now haunts the temple's grounds, menacing anyone who approaches. The PCs must either sneak or fight their way past. (Negotiating with the non-sentient icewolves is not possible.) Flip to **The Temple** portion of the map, and read or paraphrase the following aloud as the PCs approach the temple:

The temple seems even larger as you approach. Its stone arches and pillars are all crowned with snow, but a broad stone plaza before the entrance is lit by the warm spring sun. Dozing in the sunlight is a small pack of four native predators, large four-legged mammals with powerful jaws and fangs. One stirs in its slumber, jostling a second, and suddenly there's snarling, spitting, roaring, and a crunch of bone and blood. Now there are only three—clearly these animals are driven mad by the dark side of the Force. Getting past them is your next challenge.

There are two groups of three icewolves, one basking in the sunlight on the stones in front of the main entrance, the other prowling around the perimeter of the temple. The PCs can approach as close as medium range to the first group before it notices and attacks. The second group approaches the PCs from behind, making an **opposed Stealth check** (◆◆◆) vs. the best PC **Vigilance**. If the icewolves pass the check, the PCs do not notice their approach until they are at short range. If they generate any Advantage (U) on the check, the icewolves gain a Boost (■) die on their Initiative check. If they fail the check, the PCs notice their approach when the icewolves are at medium range. In any case, as soon as the icewolves make their Stealth check, roll for Initiative, using Cool for the patrolling icewolves, Vigilance for the other icewolves, and presumably Vigilance for the PCs.

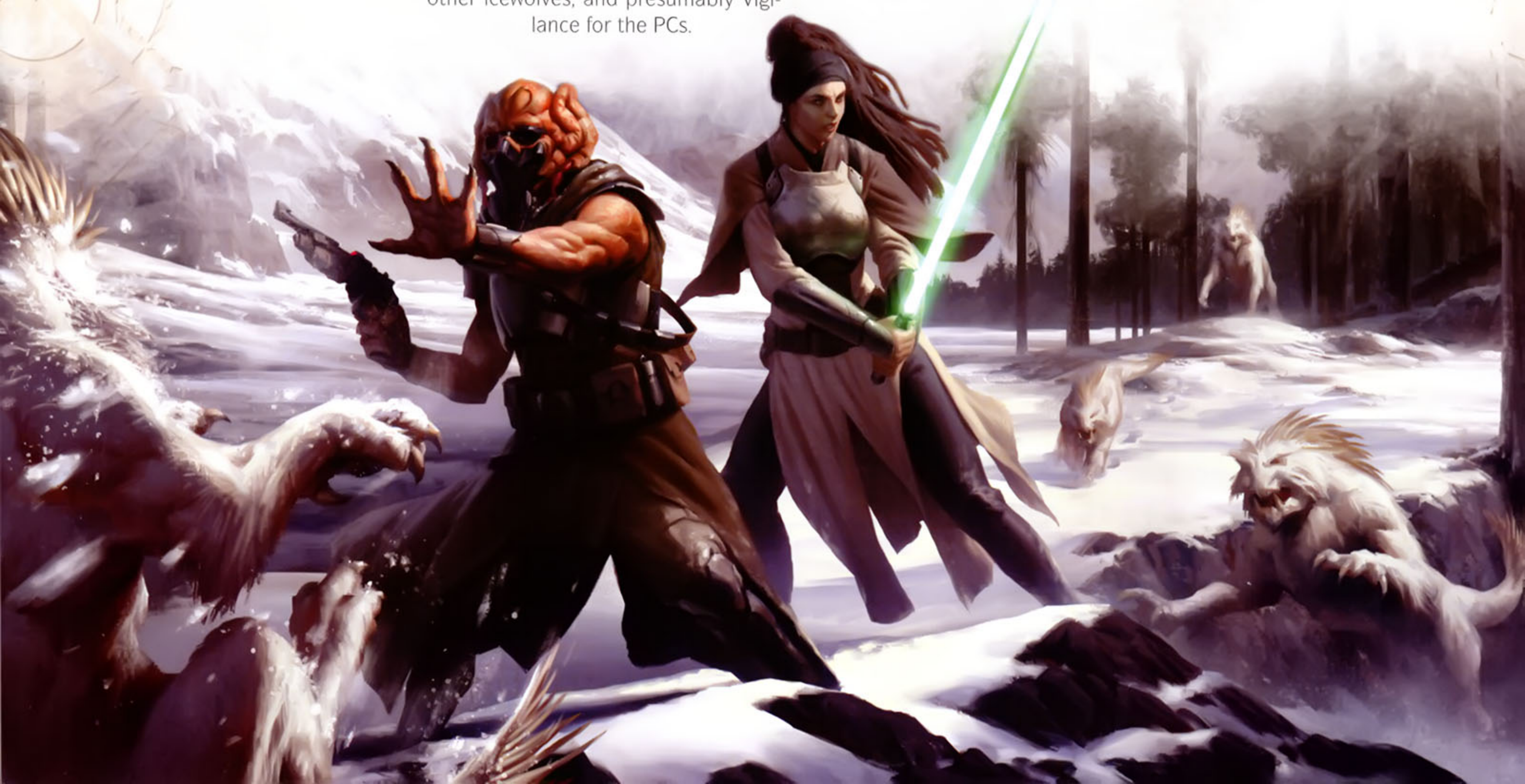
DICE POOL REVISITED: SKILLS AND CHARACTERISTICS

Up until now, each character entry has included the dice pool for each skill that the character is likely to use. However, in the course of a roleplaying game, it is impossible to predict all of the potential directions the story can go, and it might be necessary for the GM to make skill checks for NPCs in skills that are not noted in that NPC's entry. The minion rules also preclude simply including a dice pool for each skill, because it may change based on the circumstances. When determining the dice pool for a skill check, players perform the following steps:

Identify the linked characteristic for the skill check. Each skill entry on the character folios indicates a linked characteristic for that skill. The GM and hero players alike can refer to this list. A list of skills and their linked characteristics is also included on the back of the **BEGINNER GAME** Rulebook.

Compare the value of the linked characteristic to the rank of the skill. The active player collects a number of green Ability dice (◆) equal to the larger value. The active player then exchanges a number of those green Ability dice (◆) equal to the smaller value for the same number of yellow Proficiency dice (◇). These dice form the core of the dice pool.

For example, the Athletics skill is linked to Brawn. A character with 3 Brawn and 1 rank of training in Athletics has a dice pool of ◆◆◆◇. A character with 1 Brawn and 3 ranks of training in Athletics also has a dice pool of ◆◆◆◇. A character with 2 Brawn and 0 ranks of training would roll ◆◆◆, and a character with 2 Brawn and 2 ranks of training would roll ◆◆◆◇.



MINION GROUPS

Minions are the nameless individuals that the PCs encounter and perhaps fight in droves in their adventures in the *Star Wars* universe. An individual minion is generally not an especially dangerous threat, as minions often have poor characteristic values, no skills, and low wound thresholds.

The GM may choose to use minions in groups, in which case several special rules apply. Minion groups are always composed of identical minions, and groups of minions can be much more dangerous than minions individually.

A group of minions acts together and behaves in most respects as a single character. All minions in the group take their turn at the same time, and they perform unified actions and maneuvers that reflect the group working as a unit to achieve their goals. An attack or ability that targets one minion in the group targets the entire group.

The minion group has a single wound threshold, shared by all members of the group. This wound threshold is equal to the sum of the wound thresholds of every member of the group. (For example, a group of 3 icewolves—each with a wound threshold of 5—has a wound threshold of 15.) Each time any member of the group suffers wounds, the wounds are applied to the group's wound threshold. Individual members of the group are defeated one at a time, and one falls each time the total wounds suffered exceeds the wound threshold of an individual member of the group. For example, when the icewolf group passes 5 wounds, one icewolf is defeated. When the total wounds suffered exceeds 10, the second icewolf is defeated. When the total wounds suffered exceeds 15, the third and final icewolf is defeated.

If a minion group suffers a Critical Injury, it immediately suffers wounds equal to the wound threshold of one member of the group.

When minions perform checks, they use the characteristics of a single member of the group. If the check is a skill that is listed in the "Skills" section of the minion's entry, then the group receives a bonus if there are two or more minions working together. For every minion in the group beyond the first, the group counts as having one rank in that skill. For example, a group of 3 icewolves counts as having 2 ranks in Brawl and rolls a dice pool of when making Brawl checks. The same group has no ranks of training in Stealth (because that skill is not on the "Skills" list in the icewolf description) and would roll on Stealth checks no matter how many icewolves were part of the minion group.

SPINTIRI ICEWOLVES

3	3	1	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 4		W. THRESHOLD 5			

Skills (group only): Athletics (varies: for a full group of 3, for a group of 2, for a single icewolf), Brawl (varies: as Athletics), Vigilance (varies: for a full group of 3, for a group of 2, for a single icewolf).

Other commonly used skills: Cool 0 (); Stealth 0 ().

Equipment: Teeth and Claws (Skill: Brawl [varies: for full group of 3]; Damage 5; Range [Engaged]; : inflict 1 Critical Injury; Pierce 1 [reduce the target's soak by 1]).

Minion Rules: These icewolves use the minion group rules.

Since the icewolves have no strain threshold, when they would normally suffer strain, they suffer wounds instead.



COMPLETE ENCOUNTER 6 BEFORE MOVING ON

ENCOUNTER 7: THE POWER OF THE DARK SIDE

In this encounter, the PCs confront Malefax and rescue their mentor. They will find Malefax, Romund, and Malefax's remaining mercenaries in the temple's main assembly hall or its adjoining rooms. However the PCs choose to proceed, they will likely find themselves doing battle with Malefax and some or all of his remaining forces, but if victorious, they will have succeeded at their goal for the adventure!

Once the PCs have driven off the icewolves outside, read or paraphrase the following aloud:

Approaching the main entrance, you hear a strangled scream from within the temple—apparently, Het-han Romund is still alive. Peering within, you see a small antechamber that opens to side chambers to the left and right, and widens into a large assembly hall deeper in, lit by brilliant shafts of sunlight from above. Romund lies against a pillar within the assembly hall, a horned Advosse mercenary standing over her with a blaster. You can hear shouting and screaming from a chamber to the right. "Nothing!" the voice cries. "The archive is empty! Just a bunch of useless scrolls and tablets! Where is the holocron?" A red-skinned figure with two sharp horns on his forehead, a Devaronian, strides into view and points a wicked serrated sword at Romund. This must be Malefax. "Tell me, or I'll skin you alive!" Then, the Devaronian turns and stalks back into the archive, from which you hear more screams and crashing. He seems unhinged, and waves of anger, fear, and hatred boil off him, permeating the temple. No one seems to have noticed you yet. What do you do?

There's one Advosse mercenary standing guard over Romund in the main assembly hall and a second Advosse walking a slow patrol route through all the outer chambers of the temple. Malefax alternates between tearing up the archives and screaming at Romund. From one side of the assembly hall to the other is medium range. It's long range from the adjoining rooms to the spot where Romund is being kept.

Romund is injured from her captivity and the torture to which she's been subjected, but not in any immediate danger.

The PCs will have to decide what to do quickly, otherwise, the patrolling mercenary will walk through the antechamber and notice them. There are several likely strategies they may try.

SNEAK IN

The PCs could try to get as close as possible to their mentor without raising the alarm. Sneaking into position will require an **opposed Stealth check vs. the Vigilance of the patrolling mercenary** (●). Malefax's Force powers give him a sense from which the PCs cannot hide. However, he is sufficiently distracted by his own madness that he won't notice any PCs unless they come within short range of him, move Romund from her position, or attack one of his guards. A suitable use of a Despair ☹ result on a Stealth check could be having Malefax suddenly storm into the room screaming, forcing the PCs to desperately scramble away from him or begin combat.

If the PCs use their Force powers in clever ways (using Sense to locate the guards, using Move to create a distraction, etc.), they should be rewarded with one or more Boost dice ■ on their check.

TALK PAST


If the PCs spend much time at all discussing what to do, an Advosse mercenary walks into the antechamber and challenges them with his blaster drawn. As at the bridge, the PCs will have to come up with a plausible story and convince the mercenary that he should let them past. Because he's been instructed by Malefax to let no one in, the mercenary is suspicious; any check to deceive or charm him will suffer at least one Setback die ■, with perhaps more if the story is dubious.

If the PCs claim to know where the holocron is and ask to speak to Malefax, the mercenary will lead them straight to the dark side adept. This is one way to get right up close to their target, but since the PCs have no holocron, nor any idea where it is (and may not even know what a holocron is or looks like), Malefax will soon become frustrated with them and attack.

ASK THE GATEKEEPER

The PCs may wish to retreat a bit after their initial look at the situation and call out to the Gatekeeper to see if he's listening. The Gatekeeper appears instantly and can tell them exactly who is in the temple and where. He can also tell them what a holocron is.

"A holocron is a store of knowledge of the Force, created by the Jedi. I am the Gatekeeper of my holocron, and it is my responsibility to keep the knowledge it contains from the unworthy. Malefax is clearly unworthy, and so I have hidden the holocron from him. You may yet prove yourselves worthy, in which case I will reveal it to you. But not until the dark side is purged from my temple."

The Gatekeeper's advice grants a Boost die  on either a Stealth check to sneak into the temple or the Initiative check at the start of a battle.

ADVOZSE MERCENARIES

2

3

2

2

1

1

BRAWN

AGILITY

INTELLECT

CUNNING

WILLPOWER

PRESENCE


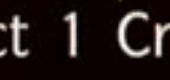
SOAK VALUE

4

W. THRESHOLD

8

Skills: Cool 0 (♦), Discipline 0 (♦), Ranged [Light] 1 (♦♦♦), Vigilance 1 (♦).

Equipment: Blaster pistol (Skill: Ranged [Light] ♦♦♦; Damage 6; Range [Medium]; : inflict 1 Critical Injury), vibroknife (Skill: Melee ♦♦; Damage 3; Range [Engaged]; : inflict 1 Critical Injury; Pierce 2 [reduce the target's soak by 2]), blast vest (+ 2 soak), comlink.

Since the mercenaries have no strain threshold, whenever they would normally suffer strain, they suffer wounds instead.



ENCOUNTER 7 CONTINUES ON THE NEXT PAGE

MALEFAX (NEMESIS)



Skills: Brawl 1 (●●●), Coercion 3 (●●●), Cool 0 (●), Coordination 1 (●●●), Deception 2 (●●●), Discipline 2 (●●), Melee 2 (●●●), Perception 1 (●●●), Skulduggery 2 (●●●), Stealth 3 (●●●), Ranged (Light) 1 (●●●), Vigilance 2 (●●).

Equipment: Blaster pistol (Skill: Ranged (Light) (●●●); Damage 6; Range [Medium]; ●●●: inflict 1 Critical Injury),

Ancient Sith sword (Skill: Melee (●●●); Damage 5; Range [Engaged]; ●●: inflict 1 Critical Injury; Pierce 2 [reduce the target's soak by 2]),

Dark robes (+1 soak, already included above), comlink, 2 stimpacks (use as a maneuver to heal 4 wounds on an organic being).

As a nemesis NPC, Malefax has a strain threshold and can suffer strain, just like a PC. He also suffers Critical Injuries like a PC.

MALEFAX'S FORCE POWERS

Malefax has Force Rating 2, and can roll 2 Force dice ● when using his Force powers. Malefax is a dark side Force user, and he uses dark side results ○ to generate Force points ● and trigger his Force powers. He must spend a Destiny point and suffer strain to use light side results ●.

Sense: Spend ● to sense all living things within short range; Spend ● to sense the emotional state of one living target engaged with Malefax; Spend ● to boost the range at which he senses living things to long range.

Move: Spend ● to move one object of about the size of a backpack or smaller within short range; Spend ● to increase the size of the object affected to person-sized; Spend ● to increase the range to medium range.

FIGHT!

One way or another, violence is almost certain to break out in this scene. Even if the PCs sneak in, as soon as they rescue Romund, Malefax will notice and leap to attack them.

When combat does begin, roll for Initiative, using Vigilance for the mercenaries and Malefax. If the PCs managed to get close enough to engage Malefax in conversation, he'll instead attack using Cool for Initiative (his Cool is much worse than his Vigilance, so this is to the PCs' advantage). The mercenaries will take cover behind walls and pillars and fire at the PCs, retreating if the PCs get close. If Malefax is defeated, the mercenaries flee out the door of the temple and down into the valley. They'll play no further part in this adventure.

To keep things exciting, the GM can use Advantage ●, Threat ●, Triumph ●, and Despair ● to affect the environment. The temple is old and crumbling; a good roll could collapse a pillar to create cover, hurl the target through a wall into the next room, or drop dangerous rubble on an enemy. A bad roll might see the same rubble fall on the active character or cause a pillar to collapse, cutting off the escape.

THE LIGHT SIDE TRIUMPHANT

Once Malefax is defeated, the surviving mercenaries (if any) flee, and the PCs can rescue Romund. Read the following aloud:

"My friends!" says Romund. "I was worried that my message would not reach you; I had only moments when Malefax took me. I've never been happier to see you in all my life." She slowly struggles to her feet, clearly damaged by her ordeal but still smiling. "And I'm so glad that this has brought you all together. I think this could be a grand opportunity for you, to learn from each other and from this temple. I believe it has secrets yet to uncover!"

Then the Gatekeeper appears. "You are quite right."

If the PCs have generally behaved in accordance with the light side of the Force and have defeated Malefax, the Gatekeeper thanks them for their help...and asks for their assistance one last time. He gathers the PCs (but not Romund) together in the main assembly hall and instructs them in a meditation ritual that should purge the dark side energy and hatred from the temple. The GM may choose to simply narrate this or may ask the PCs to make Force checks until they generate a certain quantity of light side results. With Malefax's defeat, there is no imminent danger in the valley any longer, and therefore there is no time pressure on the PCs to perform this task—they can simply keep trying until they succeed.

If the PCs perform the ritual, the temple and the valley are cleansed of Malefax's taint. If they don't, then the taint remains for a few weeks before dissipating naturally, unless it is reinforced by future evil emotions and behaviors.

Either way, the PCs are victorious and the adventure is over!



WRAP UP AND REWARDS

After the PCs rescue their mentor and restore balance to the temple, this adventure is over. But their adventures in the *Star Wars* galaxy are just beginning!

ANCIENT RELICS

Often, adventures end in the acquisition of new equipment for the PCs. In this particular adventure, the PCs have an opportunity to seize the weapons and equipment of Malefax and of any mercenaries they have defeated. More importantly, if they have satisfied the Gatekeeper that they are worthy, they now have control of the temple and all of the Gatekeeper's knowledge. The Gatekeeper's holocron is in a hidden chamber behind the archive to the right of the main assembly hall, and the wall will grind open to give the PCs access.

The PCs can also scavenge the temple for valuables. This might seem like desecration, but the Gatekeeper's only objection is that attachment to material things like wealth impairs judgement. There are a number of ancient and potentially valuable scrolls in the temple's archive, and scattered about are several idols and statues, some made of precious metals. All told, the PCs can salvage about 200 credits' worth each in goods. The holocron itself, of course, is priceless.

Finally, Malefax and his crew left behind another 300 credits per PC worth of credit chips and trade tokens.

EXPERIENCE AWARDS

Furthermore, at the end of each session, it is customary to receive an award of experience points (XP), which the PCs can invest in new or upgraded skills, talents, and Force power upgrades. Each of the hero players should turn to the final spread of his or her character folio now, where investing experience is explained. Each hero player should also be sure to transfer all information from the previous character sheet to the new one, including talents already purchased, skill ranks purchased, wound and strain thresholds, and equipment. The usual award for an adventure is 15 experience points, with a possible bonus for achieving significant story goals or excellent play. The suggested experience award for this adventure is 10 experience points, in addition to the 10 experience points the characters should have received during the **Interlude: Experience and Destiny** section. This makes a total of 20 experience points, a fitting award for the achievement of rescuing their mentor and defeating a servant of the dark side!

AWARDING EXPERIENCE POINTS

The GM should award experience points after every session. The amount awarded is typically 15 XP per character for a session of two or three major encounters and a handful of minor ones. The GM can grant an additional 5 bonus XP when the PCs reach key milestones or complete story arcs. The GM is encouraged to consider awarding an extra point or two of XP for exceptional roleplaying or remarkably clever thinking.

The GM should give the hero players an idea of the source of their XP. For example, they may receive 5 XP for avoiding a bounty hunter and another 5 XP for discovering new secrets of the Force. The GM should explain bonus XP that is awarded to the hero players so they can strive to meet those standards in future sessions.

OTHER ENCOUNTERS IN THE VALLEY

If the PCs spend some time exploring the valley during or after this adventure and visit the following locations, they might find the following things there:

THE VILLAGE

The village on the shores of the valley's central lake is a small hunting and fishing community of Spintiri humans. Their technology is not sophisticated; the people here live close to the land and must trade for any advanced technology from the capital (use the **Hunters** profile, on page 14). Before the temple is cleansed of Malefax's influence, the villagers are in turmoil and full of hostility due to the influence of the dark side. After the temple is cleansed, they are welcoming to strangers and willing to trade.

THE WOLF DEN

Nestled between steep, icy cliff faces, the wolf den is a rough stone cavern against the north side of the valley. A pack of icewolves makes its home here, dragging back the carcasses of their kills to share with the icewolf matriarch and cubs.

HUNTER'S CAMP

The hunter's camp on the opposite side of the lake from the village is a simple collection of lean-tos, drying racks, and firepits. The hunters bring their kills here to skin, dry pelts, and smoke meat for transport back to the village. The camp is deserted (the PCs having met the hunters earlier), but a careful search reveals a leather bag with the equivalent of two stimpacks' worth of traditional herbal remedies. There's also a small wooden boat pulled up on the nearby shore.

RUINS

The ruins of an ancient village, honeycombed with deep stone-walled pits and crisscrossed by ancient tunnels, once used for burial chambers and pantries. A wounded icewolf lurks in these tunnels; it fell in and hasn't been able to escape.

MOUNT TELLEC

The mountain peak rises above and behind the temple, forbidding and capped by what seems to be a permanent snow-storm. Anyone who is willing to brave the climb (**Average (◆◆) Resilience check**), however, will find a small shrine with an amazing view of not only the valley but the lowlands beyond. Atop the shrine is a small golden idol worth about 150 credits and a curious crystal of uncertain significance. Meditating at the shrine (**Average (◆◆) Discipline check**) for at least half an hour restores all strain.

THE LAKE

The lake is deep and very cold. It's inhabited by several species of fish and some sharp-toothed aquatic mammals called skryl that whelp on the ice during the winter and bask on the shores of the lake's island in spring and summer. In the center of the lake is a stone tower beneath the surface, suggesting yet another ruin at the bottom of the lake.

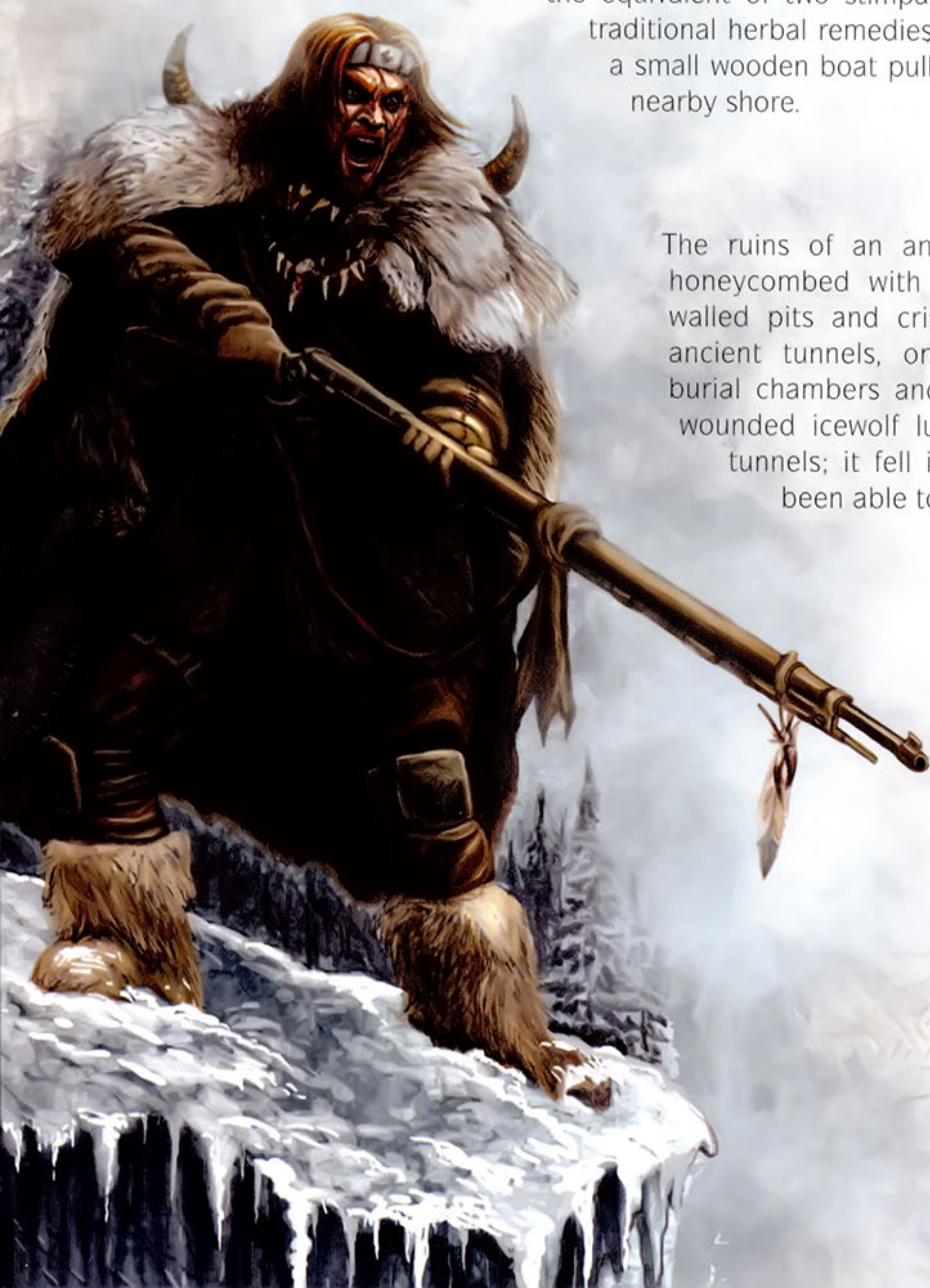
THE FOREST

A snow-clad forest fills the eastern half of the valley. As the snow melts and green things begin to grow, a variety of hibernating mammals emerge from their dens and scurry about in search of food and mates. The forest provides excellent hunting to the nearby villagers and the valley's icewolves, and animal runs throughout the woods are strewn with snares and traps, some filled with recent catches. After nightfall, the forest becomes dark and terrifying, especially with Malefax's taint filling the valley. Anyone in the forest after nightfall must pass an **Average (◆◆) Discipline check** to conquer fear or suffer a Setback die ■ to all checks until they find someplace bright and warm in which to sit a spell.

In the center of the forest is an enormous, ancient tree. This tree is strong in the Force. While the valley is tainted, it adds one dark side result ● to any Force checks made while engaged with the tree; once the valley is purified, it adds one light side result ○ to such checks instead.

THE ROCKFALL

This area is a collection of rocky bluffs, free-standing stones, and rocks that have fallen from the mountains above. Careful inspection of the rocks here reveals that many of them were carved into statues thousands of years ago, though by now they have weathered away to nearly nothing. One particular bluff has a large statue of a seated figure atop it. An **Average (◆◆) Knowledge check** reveals that the seated figure is a Jedi, and that it holds a replica of a holocron in its hands. The statue is facing the temple, and a reasonable conclusion might be that the statue is pointed directly at the hidden holocron. (This is, in fact, true.)



FURTHER ADVENTURES

Now that they have rescued their mentor and are safe in a mysterious old temple, the PCs have a galaxy of possibilities before them. The GM can continue the story using the adventure seeds below and in **LURE OF THE LOST**, a free adventure that is designed to follow the **BEGINNER GAME** and is available for download at www.FantasyFlightGames.com!

THE TEMPLE

Romund will be eager to study the temple in more detail, particularly if the Gatekeeper has revealed the secret room. The old scholar can neither see nor hear the Gatekeeper and cannot interface with the holocron directly, because she is not Force-sensitive, so she will wish to enlist the PCs' aid in asking the Gatekeeper an endless (and somewhat boring) array of questions, only some of which the Gatekeeper can answer. The Gatekeeper's responses could lead to a limitless supply of new adventures and secrets of the Force. Meanwhile, the villagers in the valley, their sanity restored, may investigate. Can the PCs smooth things over with the villagers and turn the temple into a welcoming home with friendly neighbors?

The Gatekeeper's holocron is located in a fitted scone in a pedestal in its hidden chamber, and the pedestal is connected to an ancient machine that allows the Gatekeeper to manifest anywhere in the valley. There are several empty pedestals in the same room—clearly, they once also held holocrons. The Gatekeeper may hold some clues as to where to start looking for them—perhaps one is located elsewhere in the valley, guarded by icewolves, or another has fallen into the hands of merchants in Spintir's largest city, Reles. Finding these missing holocrons and returning them to the temple forms the basis of **LURE OF THE LOST**.

BINDING THE GALAXY TOGETHER

The Force is more than just an ancient tradition. The Force is a very real and powerful presence throughout the galaxy and is integral to the life and existence of all living things. The true nature of the Force is the subject of much scholarship and meditation by Force-sensitives throughout the galaxy. There are many theories, but little certainty. The Jedi taught that the Force possesses a light side, of harmony, knowledge, and oneness, and a dark side, of selfishness and negative emotions. The ancient Sith embraced the dark side and drew power from their emotions and passions.

There are places where the Force is stronger than others. These so-called vergences in the Force are not common, and can be as small as a single tree or cave, or as large as an entire planet. In these places, the Force itself may manifest illusions or presences that seem very much like spirits, and seekers of wisdom may discover a fraction of the truth of the Force.

Malefax may not be the only dark side adept who poses a danger to the PCs. He may have had allies offworld, or resources the PCs know nothing about. His allies might seek revenge, or might seek the holocron for themselves. The Empire, too, will not be happy to see anyone resurrecting lost Jedi secrets. If the PCs seem complacent, arrival from any of these enemies can spark a new adventure as the PCs scramble to keep out of the clutches of the dark side.

THE STAR WARS GALAXY

The *Star Wars* galaxy is massive and incredibly detailed, with dozens of worlds that the PCs could explore, many of them strong in the Force. Although the ruined temple and the valley around it provide a haven in which the PCs can study the Force in peace, they may wish to explore further to expand their knowledge—and of course circumstances may conspire to force them to leave.

A GALAXY TO EXPLORE

Millions upon millions of planets populate the galaxy, and only a small fraction of them have been fully explored. Although the Empire controls many worlds and persecutes all vestiges of the Jedi Order (possibly including the PCs), there are other worlds beyond the Empire's reach. There are planets where the PCs may be welcomed as heroes, and others where they may be feared as conquerors. And there are planets with no sentient life whatsoever, where the PCs might pit themselves against wild animals and the forces of nature.

The legacy of the Force is felt everywhere throughout the galaxy. From remote, unpopulated worlds like Dagobah or Irum, to the former home of the Jedi Order on Coruscant, it seems as if anywhere the PCs go, they will discover more of their destiny. They may uncover ancient Jedi secrets, as they did on Spintir, encounter other Force-sensitives like themselves, or find artifacts and tools of the Jedi.

A GALAXY OF HISTORY

The galaxy has a history of civilization that spans tens of thousands of years. Great empires have risen and fallen, and left in their wake hidden secrets, lost technology, and forgotten knowledge of the Force. The Galactic Republic stood for over one thousand years, and during that time the Jedi Knights were the defenders and peacekeepers of the galaxy, powerful warriors and scholars of the Force. Their lightsabers were icons of truth and justice until the Jedi Order was destroyed during the rise of the Galactic Empire.

Because the legacy of the Force has been deliberately suppressed by the Empire, exploring ancient ruins and seeking out ancient knowledge may be one of the few ways the PCs can learn more. Unfortunately, without any living Jedi to guide them, the PCs may struggle to distinguish between the wisdom of the Jedi and the knowledge of the Sith, and some ancient Sith holocrons have been known to actively attempt to corrupt their users.



GM TIPS & ADVICE

The Game Master has the hardest job at the table, since he or she is trying to manage many characters at once and keep the session moving. The GM can also have the most rewarding job, as his or her role is unique in the collaborative storytelling experience. Here are a few key pieces of advice to make the GM's job easier and ensure a better game for everyone.

DON'T LET THE STORY STOP JUST BECAUSE OF A FAILED CHECK.

One of the most common mistakes made by new GMs is concealing too much information from the other players, or assuming that the PCs will always succeed. If they are searching for the schematics of a lightsaber while exploring a derelict Jedi starship but fail the checks to find them, then the story can grind to a halt. The simplest solution to this is just to not roll for checks that must be passed for the story to continue. Another answer is to have an alternative means of progressing the story. For example, the PCs fail to find the lightsaber plans before accidentally activating a security droid, and now must do battle with a lightsaber-armed droid. When the PCs defeat the droid, however, they discover that its droid brain contained the plans to construct a new lightsaber. The PCs are still "punished" for their failure (they had to fight a battle they could have avoided) but the story still moves forward—albeit in a different way than the players initially expected.

DELEGATE!

The GM can have a lot to keep track of, especially during busy scenes like combat. It's okay to delegate some of the responsibilities to other players. For example, one player could keep track of Initiative and call out the next Initiative slot each time a player finishes his or her turn. It's also entirely reasonable to let the hero players keep track of their own experience points, money, and gear. In extreme cases, an entire NPC could be delegated to a hero player whose PC isn't involved in a given scene. This both makes the GM's job easier and keeps that hero player involved.

SAY "YES" AND "YES, BUT..."

Roleplaying games are collaborative, improvisational storytelling experiences. It can be helpful to look at traditional improv theater for inspiration—specifically, the rule in improv of "say 'yes'." When someone invents a fact of the scene that enhances the story or moves the plot forward, and it

could just as easily be true as not, saying "yes" is usually the right thing to do. Usually hero players are becoming inventive because they are looking for a way forward in the plot, so working with them to build or discover that way forward keeps the story moving.

Of course, that doesn't mean that everything should always go their way all the time. Perhaps the PCs want to locate a stolen holocron. The Mystic character might ask if his ancient scrolls contain any clues they might follow. The answer could be "Yes, but the relevant section is written in a language you don't know. You'll have to travel to Reles and find a linguist to translate them for you." Now the PCs have a way forward—a target—but also a complication, something to overcome. They'll need to consider their options and decide how to proceed, but they have a clear objective: finding a particular scholar in a particular city.

The dice system is very flexible and rewards this style of play in two ways. First of all, it's quite easy to allow a player's improvised idea for an action or plan to be determined by a dice roll. "Can I shoot the stormtroopers as I jump out of the treetop?" "Yes, but the check will receive one Setback die ■ because you're falling and a second because the foliage is very dense." Secondly, the dice symbols—particularly Advantage ☺, Threat ☹, Triumph ☼, and Despair ☾—lend themselves to improvisation. The symbols provide inspiration for new complications and boons as the story moves in new directions.

TREAT THE OTHER PLAYERS LIKE ALLIES.

Remember that all the players at the table have the same goal: to tell a fun story. It's okay to admit you don't have total mastery of the rules—the group can work together to resolve a rules dispute in the way that is the most fun and best for the story. It's okay to admit to being caught flat-footed by a decision the PCs make, and to ask for a break to plan out the next few scenes. And it's okay to throw the question to the table: "What happens next? What's the best way to interpret that Despair ☾ symbol?" The answer to the question "Does my character know anyone on this planet?" can be "I don't know; does she?" Playing a roleplaying game is a collaborative project, and you're all on the same team.

Lastly, and most importantly: If everyone is having fun, you're doing it right!

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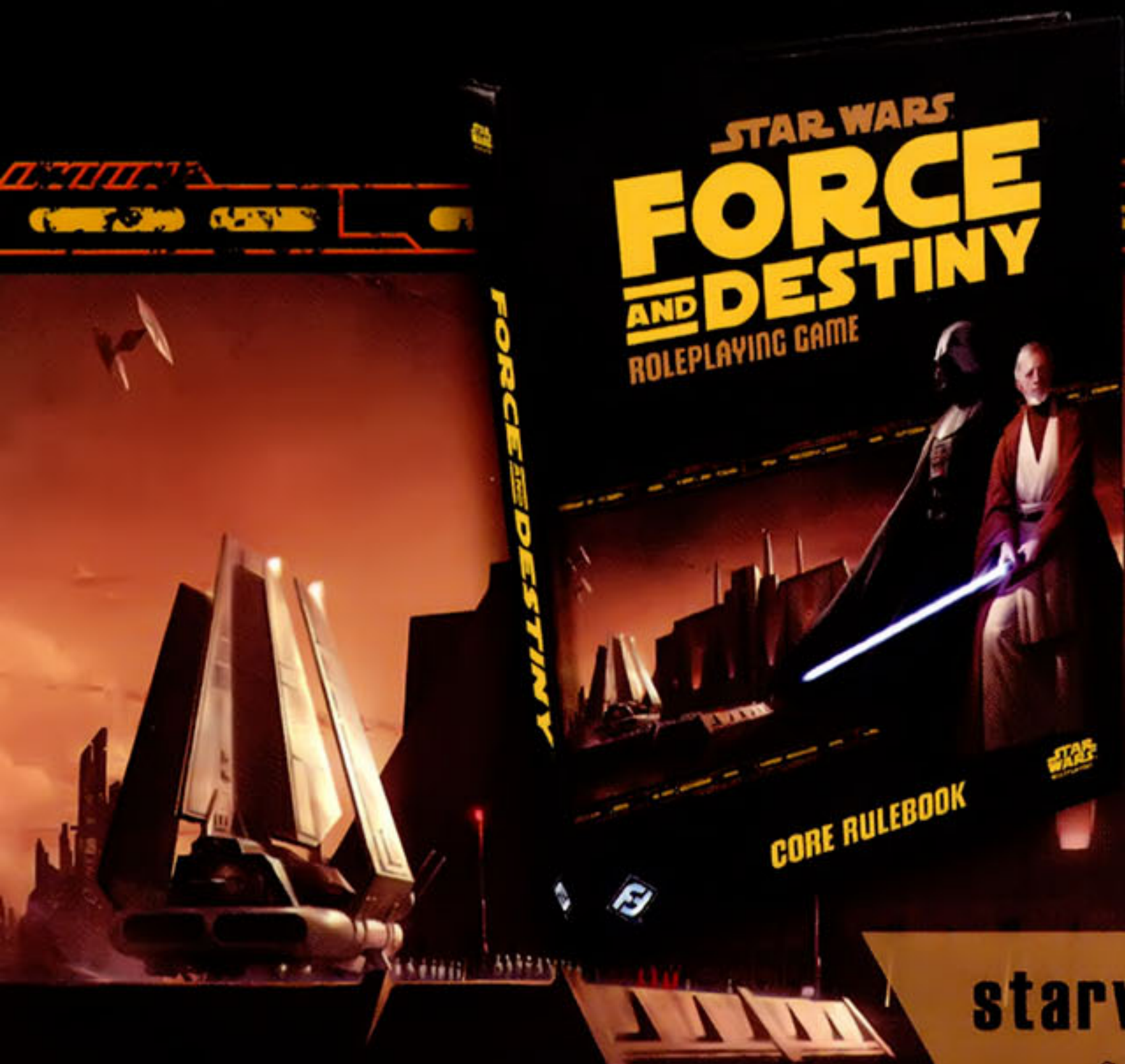
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CRITICAL INJURIES

If an NPC suffers a Critical Injury, then for simplicity's sake, that NPC is simply defeated. If a Player Character suffers a Critical Injury, he or she suffers ill effects based on the number of Critical Injuries the character is currently suffering from. Each Critical Injury persists until it is healed. See page 19 of the **BEGINNER GAME** Rulebook for more information on healing and recovery.

Number of Critical Injuries	Difficulty to Heal	Effects
First Critical Injury	Easy (◆)	Immediately suffer 2 strain. No ongoing effect.
Second Critical Injury	Average (◆◆)	Suffer a Setback die ■ to your next check. No ongoing effect.
Third Critical Injury	Hard (◆◆◆)	Suffer a Setback die ■ to all checks until this Critical Injury is healed.
Fourth Critical Injury	Hard (◆◆◆)	The PC is incapacitated until this Critical Injury is healed.



Success ☆ symbols are canceled by Failure ▼ symbols; if there are any Success ☆ symbols left, the check succeeds.



Triumph ⊕ symbols count as Success ☆ symbols and may also be spent to trigger a powerful positive consequence.



Advantage ⊕ symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat ⊗ symbols.



Failure ▼ symbols cancel Success ☆ symbols. If there are enough Failure ▼ symbols to cancel all the Success ☆ symbols, the check is a failure.



Despair ⊕ symbols count as Failure ▼ symbols (they cancel Success ☆ symbols) and may also be spent to trigger a powerful negative consequence.



Threat ⊗ symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage ⊕ symbols.

SYMBOLS AND DICE



Ability Die ◆



Proficiency Die ◆



Difficulty Die ◆



Challenge Die ◆



Boost Die ◆



Setback Die ■



Force Die ◆

SKILL CHECKS: DIFFICULTY

When a character attempts a skill check, the GM should determine the difficulty of the check. The difficulty of combat checks and opposed checks has already been discussed, but the GM must also use his or her best judgement to determine the difficulty of ordinary skill checks.

Difficulty Level	Dice	Example
Simple	–	Routine, with the outcome rarely in question. Usually not rolled unless the GM wishes to know the magnitude of success, or with one or more Setback dice ■ to indicate the possibility of complications.
Easy	◆	Picking a primitive lock, tending to minor cuts and bruises, finding food and shelter on a lush planet, shooting a target at short range.
Average	◆◆	Picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, shooting a target at medium range, trying to strike a target with a melee attack while engaged.
Hard	◆◆◆	Picking a complicated lock, setting broken bones or suturing large wounds, finding food and shelter on a rugged planet, shooting a target at long range.
Daunting	◆◆◆◆	Picking an exceptionally sophisticated lock, performing surgery or grafting implants, finding food and shelter on a barren desert planet, shooting a target at extreme range.
Formidable	◆◆◆◆◆	Picking a lock with no comprehensible mechanism, cloning a new body, finding food and shelter on a planet without a breathable atmosphere.